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*The Theory and Practice of  
Play Series*

THE THEORY OF PLAY  
SOCIAL GAMES FOR RECREATION  
ACTIVE GAMES AND CONTESTS

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INTRAMURAL SPORTS  
By ELMER D. MITCHELL

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PRIMITIVE AND PIONEER SPORTS  
DRUMS, TOM-TOMS AND RATTLES  
CAMPING AND EDUCATION  
WOODCRAFT  
ROPING  
JUD GOES CAMPING  
By BERNARD S. MASON

# SOCIAL GAMES *for* RECREATION

BY

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NEW YORK

S. BARNES AND COMPANY

INCORPORATED

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A. S. BARNES AND COMPANY  
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First Printing . . . May, 1935  
Second Printing . October, 1935  
Third Printing . . April, 1936  
Fourth Printing . . May, 1937  
Fifth Printing . . August, 1938  
Sixth Printing . November, 1939  
Seventh Printing . October, 1941  
Eighth Printing September, 1942

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PRINTED IN THE UNITED STATES OF AMERICA

## PREFACE

*Social Games for Recreation* aims to present to the student, the physical director, the club leader, the group worker, the parent, and the player himself, the materials he needs for social play in the party, the club, the playground, and camp, the picnic, and the home.

It has come into being to meet the increasing demand from countless sources for the materials of social recreation. Colleges and universities in growing numbers are presenting new courses in play of the social type, and are demanding a text which presents in one collection the essential activities. Physical directors are being called upon more and more for leadership in social play and for advice by leaders of social groups. Club leaders and group workers of organizations for both youth and adults are finding a new need for play of the type within these pages. A newly mustered army of volunteer leaders of social play are seeking the materials for their work.

In using this book, the teacher should keep in mind the fact that in itself the book does not aim to cover the entire field of games, but is to be used in conjunction with its companion volume, *Active Games and Contests*. These two books together present the possibilities in the use of games and contests.

No clear demarcation can be drawn between social play activities and vigorous or physical play activities. Many of the activities in this book are quite vigorous in nature, particularly in the section on council ring activities and outing activities. Likewise, all of the activities in *Active Games and Contests* have social aspects, and many of them are useful for purely social play.

The object has been to include in this book those activities which are used largely for social recreation and for general educational play, and to present in *Active Games and Contests* those more vigorous activities useful for physical education, playground, gymnasium and club purposes.

The activities described in this book have come from countless sources. A considerable number of the games and contests are original with the authors, but by far the greater number are old, most of them very old, and the originators are lost in antiquity. Games are seldom originated—they grow. Each generation adds its variation to the old, and gradually play ways appear that seem to be new. In several instances the authors found games in recent books on play activities which they felt were new and included them in the manu-

script, giving credit to the author, only to find later that these identical games appeared in a book written a hundred years ago (1835).

The authors make little pretence of originality, therefore, in presenting these activities. They wish they had the information so that they could give credit to the originators of every activity presented, or to the author who first put each in print. When a game was taken from a certain author and no reference to it was found in other and older literature, credit has been given.

The authors are deeply indebted to Mr. Harry Raschbacher who drew the free-hand drawings, and to Mr. George Martin who prepared the mechanical drawings which illustrate the text. The authors wish to express their appreciation also to the various authors and publishers who granted permission to include games published in their books. The National Recreation Association, as usual, has been very generous in offering suggestions and permitting use of their material.

The photographs of social dancing were contributed by Miss Lucile Marsh, Educational Editor of *The American Dancer*; and those of social games were obtained through the cooperation of Mr. L. H. Hollway, Director of Recreation, Ann Arbor, Michigan. The photographs of the council rings and council-ring activities used in Part II were taken at Camp Fairwood for boys in northern Michigan. Some of these latter photographs have been used by the authors in articles in *The Country Gentleman* and are reproduced in this book by permission of that magazine.

ANN ARBOR, MICHIGAN  
February, 1935

BERNARD S. MASON  
ELMER D. MITCHELL

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PART I

*DANCE AND PARTY EVENTS*





## CHAPTER I

### *THE RECREATION CALENDAR*

**I**N PLANNING recreational programs of a social nature, play leaders and hosts frequently desire to build the program around some particular theme. Of the many possibilities for such themes, the use of holidays and historical events connected with the week or month of the function is a method particularly appealing to many.

With many groups, and in many settings, such a procedure would be unwise and undesirable; in other situations it is admirable. Whether or not the program is centered around the commemoration of any historical event, it is usually desirable to make the decorations and favors seasonal in nature. Even though no particular theme runs through the party, references to appropriate historical events and holidays are frequently desirable in connection with particular games used in the program.

The following calendar of dates of various types may contain suggestions useful to recreational leaders and those who are called upon to plan for parties, dances, dinners, and so forth. Unless otherwise stated, when the name of an individual appears before a certain date, the date is that individual's birthday.

#### JANUARY

- 1st New Year's Day
- 1st Paul Revere, 1735
- 1st Negro Emancipation, 1863
- 3rd Cicero, B. C. 106
- 6th Epiphany (Celebrates arrival of the three kings at the crib in Bethlehem)
- 7th Gregory XIII (Ugo Buoncompagni) 1502. (Our present calendar is known as the Gregorian Calendar)
- 11th Alexander Hamilton, 1757
- 17th Benjamin Franklin, 1706
- 17th Thrift Week starts about this date each year
- 18th Daniel Webster, 1782
- 19th Robert E. Lee, 1807
- 19th Edgar Allan Poe, 1809
- 21st Stonewall Jackson, 1824
- 24th Frederick the Great, 1712
- 24th Gold discovered in California, 1848

- 25th Robert Burns, 1759
- 27th Mozart, 1756
- 29th William McKinley, 1843
- 31st Franz Schubert, 1797

## FEBRUARY

- 2nd Groundhog Day
- 2nd Young Peoples' Society of Christian Endeavor founded, 1881
- 5th Dwight L. Moody, 1837
- 7th Charles Dickens, 1812
- 8th Boy Scouts of America, 1910
- 8th John Ruskin, 1819
- 11th Thomas A. Edison, 1847
- 12th Abraham Lincoln, 1809
- 12th Charles Darwin, 1809
- 14th St. Valentine's Day
- 21st Battle of Verdun, 1916
- 21st Cardinal John Henry Newman, 1801
- 22nd George Washington, 1732
- 22nd Lord Robert Baden-Powell, 1857
- 22nd James Russell Lowell, 1819
- 23rd Handel, 1685
- 26th Buffalo Bill (William Frederick Cody), 1845
- 27th Henry W. Longfellow, 1807
- 29th Leap Year
- First Monday Arbor Day in Arizona
- First Friday Arbor Day in Florida
- Lent begins Wednesday, six and one-half weeks before Easter Sunday

## MARCH

- 3rd Alexander Graham Bell, 1847
- 6th Michelangelo, 1475
- 7th Luther Burbank, 1849
- 17th St. Patrick's Day
- 19th David Livingstone, 1813
- 21st First Day of Spring
- Easter—earliest possible date, March 24; latest possible date, April 25

## APRIL

- 1st All Fool's Day
- 1st Bismarck, 1815
- 3rd First pony express riders started between Sacramento and St. Joseph, Missouri, 1860

---

3rd	Washington Irving, 1783
3rd	John Burroughs, 1837
6th	R. E. Peary discovered the North Pole, 1909
9th	Lee surrendered to Grant, 1865
10th	William Booth (founder of Salvation Army), 1829
13th	Thomas Jefferson, 1743
18th	Paul Revere's Ride, 1775
19th	Patriot's Day—Battle of Lexington and Concord, 1775
22nd	Arbor Day in Nebraska
23rd	William Shakespeare, 1564
26th	Confederate Memorial Day in Alabama, Florida, Georgia, and Mississippi
27th	Ulysses S. Grant, 1822
30th	Washington inaugurated First President of United States, 1789
Third Tuesday	Arbor Day in Montana

## MAY

1st	May Day
3rd	Poland, Constitution Day, 1791
4th	John J. Audubon, 1780
5th	Nebori-no-Sekku, Japan, Feast of Flags
6th	Robert E. Peary, 1856
9th	R. E. Byrd flew to North Pole, 1926
9th	Australia, Federation Day
10th	Confederate Memorial Day in North Carolina and South Carolina
12th	Florence Nightingale, 1820
15th	First Air Mail Service, 1918
15th	Epworth League, 1889
16th	Joan of Arc, 1412
17th	Norway, Independence Day
18th	World Peace Day
21st	Y. W. C. A.—Grace H. Dodge Day
21st	Charles A. Lindbergh flew the Atlantic, 1927
21st	American Association of the Red Cross founded, 1881
24th	Empire Day in the British Empire
24th	Queen Victoria, 1819
25th	Ralph Waldo Emerson, 1803
30th	Memorial Day or Decoration Day
First Friday	Arbor Day in Idaho
Second Friday	Arbor Day in Rhode Island
Second Sunday	Mother's Day
Second Sunday	Confederate Day in Tennessee
Ascension Day	—40 days after Easter
Pentecost	—50 days after Easter

## JUNE

3rd	Jefferson Davis, 1808
5th	Denmark, Constitution Day, 1849
10th	China, Dragon Boat Festival
11th	Hawaii—Kamehameha, First King
14th	Flag Day, 1777
14th	Harriet Beecher Stowe, 1811
17th	Battle of Bunker Hill, 1775
18th	Battle of Waterloo, 1815
21st	First Day of Summer. Longest day of year.
21st	Daniel Carter Beard, 1850
24th	Henry Ward Beecher, 1813
25th	Custer's defeat at Big Horn, Montana, by Sitting Bull, 1876
27th	Helen Keller, 1880
28th	John Wesley, 1703
Second Sunday	Children's Day
Third Sunday	Father's Day

## JULY

1st	Dominion Day in Canada
1st to 3rd	Battle of Gettysburg, 1863
4th	Independence Day, 1776
4th	Nathaniel Hawthorne, 1804
4th	Giuseppe Garibaldi, 1807
5th	P. T. Barnum, 1810
5th	Venezuela, Independence Day, 1811
6th	John Paul Jones, 1747
9th	Argentina, Independence Day, 1816
12th	Julius Caesar, B. C. 100
12th	Orangemen's Day in Canada (Battle of the Boyne)
14th	France, Bastille Day
15th	Battle of Château-Thierry, 1918
15th	Rembrandt, 1607
21st	Battle of Bull Run, 1861
21st	Belgium, Independence Day, 1831
22nd	Gregor Johann Mendel, 1822
28th	Peru, Independence Day, 1921

## AUGUST

6th	Alfred Tennyson, 1809
9th	Izaak Walton, 1593
11th	Fulton's steamboat, 1807
11th	Germany, Constitution Day, 1919
14th	Ernest Thompson Seton, 1860
15th	Sir Walter Scott, 1771

- 17th David Crockett, 1786  
 28th Goethe, 1749  
 29th Oliver Wendell Holmes, 1809

## SEPTEMBER

- 6th Lafayette Day, Marquis de Lafayette, 1757  
 7th Brazil, Independence Day, 1822  
 13th John J. Pershing, 1860  
 14th Star Spangled Banner written by Francis Scott Key,  
 1814  
 15th James Fenimore Cooper, 1789  
 16th Pilgrims sailed from England, 1620  
 16th Mexico, Independence Day, 1821  
 17th Constitution Day, 1787  
 20th Italy, Unification Day, 1870  
 22nd Emancipation Proclamation, 1862  
 23rd First Day of Autumn  
 First Monday Labor Day

## OCTOBER

- 7th James Whitcomb Riley, 1853  
 9th Fire Prevention Day (Chicago Fire—1871)  
 10th China, Independence Day, 1911  
 11th Sir George Williams, 1821 (Founded Y. M. C. A. in  
 1844)  
 12th Columbus Day (America discovered, 1492)  
 15th Vergil, 70 B. C.  
 27th Theodore Roosevelt, 1858  
 28th Czechoslovakia, Independence Day  
 31st Hallowe'en  
 31st Luther nailed his ninety-five theses, 1517

## NOVEMBER

- 1st All Saints' Day  
 2nd Daniel Boone, 1734  
 — Election Day (First Tuesday after First Monday)  
 10th Martin Luther, 1483  
 11th Armistice Day, 1918  
 11th Indian Summer (St. Martin's Summer in England and  
 France)  
 13th Edwin Booth, 1833  
 13th Robert Louis Stevenson, 1850  
 19th Lincoln's Gettysburg Address, 1863  
 Last Thursday Thanksgiving Day  
 Advent (Church preparation for Christmas). Begins  
 four Sundays before Christmas

# DECEMBER

6th	Saint Nicholas, Patron saint of children
9th	John Milton, 1608
14th	Amundsen reached South Pole, 1911
16th	Beethoven, 1770
16th	Boston Tea Party, 1773
17th	John Greenleaf Whittier, 1807
17th	Wright Brothers' first airplane flight, 1903
21st	First day of winter. Shortest day of year
21st	Mayflower landed at Plymouth
24th	Kit Carson, 1809
25th	Christmas
25th	Washington crossed the Delaware River, 1776
27th	Louis Pasteur, 1822
28th	Woodrow Wilson, 1856
29th	William E. Gladstone, 1809
30th	Rudyard Kipling, 1865
31st	New Year's Eve
First Friday	Arbor Day in Georgia

## CHAPTER II

### SOCIAL MIXERS

SOCIAL GATHERINGS are usually more or less formal and "stiff" at the start, particularly if there are strangers in the group. The guests are inclined to be reserved, quiet, and on guard. Even if the group is composed of friends who have been together frequently, the party "warms up" slowly and there is an entirely different feeling near the end than at the start.

The business of the host or leader is to get everyone acquainted at once and to establish a feeling of complete rapport as quickly as possible. The sooner everyone is entirely at ease and free to be himself, the greater the possibility of a successful evening. The period of formality is lost time, and a skillful leader or host will end it promptly.

Toward this end mixers are used. Whatever helps to break down formality, introduce strangers, start conversation, and induce laughter, serves the purpose of a mixer. The following are events that help to accomplish these results.

#### Receiving Line

*Parties, Receptions, Social Gatherings*

*Intermediates to Adults*

At those social gatherings where it is desirable to present everyone to everyone else in a somewhat formal way, a receiving line is the most expedient device.

Start the line at a definite place near the entrance, with the hosts, leaders, chaperones, and special guests at the head of the line. Each guest, upon entering, introduces himself to the head of the line and is then introduced by him to the second person, and so on down the line.

Upon reaching the end of the line each person falls in at the end and thus meets all those who arrive later.

#### Famous Characters Receiving Line

*Parties, Social Gatherings*

*Intermediates to Adults*

This is a humorous adaptation of the Receiving Line, which immediately creates a fun-making situation that carries on throughout the evening. It "breaks the ice" with the first introduction.

Each guest is assigned the name of a Biblical character which is used throughout the introductions instead of his own name. The leader stands at the head of the line with a card on which he has



jotted down possible names. No warning is given a guest as he arrives and he is greeted by the leader with the name he is to carry for the evening.

For example, as a new arrival approaches, the leader might say, "Good evening, Moses, I'm delighted to see you. I am St. Peter." Then turning to the next person in line he might say "King Solomon, may I present Moses?"

Instead of using Biblical names, *famous historical characters* may be used, such as Julius Caesar, Nero, Cleopatra, Henry VIII, Rasputin, and so forth.

The names of *moving picture actors and actresses* are particularly appropriate for some groups and occasions.

### Mixing Circle

*Dances, Parties, Social Gatherings*

*Juniors to Adults*

This is one of the best of the more formal methods of mixing. Form two large circles, one inside the other, with the boys forming the outer circle and the girls the inner. At the command "Ladies to the right, gentlemen to the left—forward, march!", the piano or orchestra strikes up and the two circles march. In a moment the music stops, and the two circles face each other. Each person shakes hands with the person in the other circle who is nearest, tells his name, and talks until the music starts again. The stops should be frequent.

It is well for the leader, each time the music stops, to announce subjects for conversation or movements to be made. The following may be used:

1. Girls skip around your partner three times.
2. Tell your partner your name, where you were born, present and future address, who your parents and grandparents were.
3. Tell who your favorite movie actor and actress is, and why.
4. Tell what motion picture of the past year you consider the best, and why.
5. Which is your favorite orchestra?
6. Tell your partner about your views on politics (prohibition, blue laws, woman's ability to drive a car, the season's fashions, jazz, if I were president of the United States).
7. Where do you spend your vacations?
8. Assume a pose of a girl seeing a mouse (Sir Walter Raleigh as Queen Elizabeth approaches, a boy stubbing his toe, a preacher exhorting his flock, and so forth).

### Squawker Mixer

*Ballroom Dances, Parties, Social Gatherings      Intermediates to Adults*

Form a circle around the room with one extra person in the center who acts as starter. The starter has a loud squawker, or some article

which, when dropped on the floor, will make sufficient noise for all to hear.

The starter goes up to a person in the line, calls out his own name and asks the other person to do the same. They then shake hands and the starter continues to the right, shaking hands and introducing himself to every second person in the line. The person he has met starts in the opposite direction introducing himself to every second person. Each person as he is met starts in the direction opposite to that from which the person who met him came. The game goes on in this manner until the whole circle is mixed up. The starter gives the signal by using the squawker, and all guests resume their original positions in the circle.

The last person getting back to his or her position must obtain the squawker or other article used for signalling and start the game again. Play quickly for about five minutes.

### Lotto Mixer

*Parties*

*Seniors to Adults*

Prepare beforehand a sheet of paper for each guest, marked out into twenty-five squares, five squares in each row. The squares should be about a half inch in size. Give each one of the papers as he arrives and ask him to introduce himself to twenty-five people and write the name of each in one of the squares. When all have their twenty-five squares filled, assemble the guests, and have each in turn read one name from his sheet. As a name is read, each guest checks the square on his sheet in which that name appears. The first person to have five checks in a row calls out "Lotto," and wins the prize.

### Paper Handshake

*Parties, Dances*

*Juniors to Adults*

Each member of the reception committee wears a paper bag on his right hand. As a guest arrives a paper bag is put on his hand and he is asked to shake hands with every person present while wearing the bag.

### ✓ Left Handed Mixer

*Parties, Social Gatherings*

*Juniors to Adults*

The guests are notified upon entering that all handshaking must be done with the left hand. Give each a large autograph card and announce a prize for the greatest number of autographs secured in twenty minutes. All autographs, however, must be written with the left hand. When refreshment time comes, the left hand must be used.

*Party*

### Odd or Even

*Juniors to Adults*

Each person is given a dozen or so peanuts. The object is to get as many nuts from the others as possible. Don goes up to Dorothy

with a number of nuts concealed in his hand, and says "Odd or Even." Dorothy guesses "Odd," and since there are seven peanuts in Don's hand, she collects the seven peanuts. If the guess had been wrong, Dorothy would have had to turn over to Don the number of nuts he held.

### Quarter in the Crowd

*Parties, Social Gatherings*

*Juniors to Adults*

This is a good mixer which will get everyone shaking hands. The leader or the committee in charge donates a quarter to the cause. This is given to someone in the group. The others do not, of course, know who holds it. The leader announces that the one holding the quarter will give it to the tenth person who shakes hands with him. Everyone at once begins shaking hands. The one who holds the quarter puts it in his pocket, keeps an accurate count, and gives it to the tenth person (or whatever number is announced).

If the group is large, give several dimes to the person, and have him give one to each seventh person who shakes his hand.

**MILLIONAIRE FRIENDS.**—This is on the order of Quarter in the Crowd. The quarter is given to a couple, one of whom holds it until their identity has been discovered. The couple may separate and join occasionally at will. They give the money prize to the one who first addresses them when they are together with the words, "I am in need of money. Will you lend me a quarter?" In large groups it would be well to have three or four couples each holding a quarter.

### ✓The Mysterious Couple

*Parties, Social Gatherings*

*Juniors to Adults*

This event has the desirable feature of starting conversation immediately and causing everyone to circulate, and that is all that can be asked of a mixer.

Announce that there is a mysterious couple in the crowd whose identity can be discovered only by careful search and inquiry, and that a prize will go to the individual who first makes the identification. The couple need not necessarily be a man and woman, but two women or two men. They need not be together all the time but, of course, should be occasionally.

The guests immediately start asking every couple seen together if they are the mysterious couple. When they are discovered they must admit it and record the name of the finder, asking him to keep quiet until the second and third place winners have been determined. Then the guests are assembled and the prizes awarded.

## What You're Doing

### *Parties, Social Gatherings*

### *Intermediates to Adults*

The leader selects three leaders and coaches them beforehand. One leader moves around among the guests and whispers to each the name of some person with whom he or she is supposed to be. The second leader whispers to each player where he is, and the third what he is doing. The leaders, of course, work independently.

The group is then assembled and each person stands, states his name, tells whom he is with, where he is, and what he is doing. For example, one might say "My name is Bill Smith. I'm with Winnie West, at Peking, China, washing pajamas."

## Get Acquainted Excursion

### *Parties, Social Gatherings*

### *Juniors to Adults*

Arrange chairs to represent a train. There should be two chairs for each seat on each side of the aisle. Have the guests sit in the chairs, a boy and a girl to each seat. There should be a conductor, brakeman, paper boy, and candy and sandwich vender, each playing their characteristic rôles. If care is taken in casting these rôles, much humor will be added.

The conductor calls his stations at frequent intervals. Each time a station is called all the boys get up and move forward one seat. In this way they are placed in situations where conversation is required.

## Autograph Cards

### *Parties, Mixers*

### *Adults*

In large gatherings where people do not know each other, such as college freshman get-togethers and mixers, give each person a large autograph card as he enters on which he is to secure the signature and address of each person with whom he converses. A small prize may be given late in the evening for the longest list of autographs. Each takes the card home with him.

## Meet the Poets

### *Parties, Social Gatherings*

### *Juniors to Adults*

This clever little event leads to much amusement in any group and serves admirably as a get-acquainted mixer.

The leader announces that he is going to give each person a number and then call on each one to stand and recite a little poem containing his name and number. Allow about five minutes for the guests to compose their rhymes.

Examples from a recent party are as follows:

My number is four  
And my name is Stone  
I've been here before  
And I'd rather stay home.

My name is Bill Stokes  
And my number is one  
I do not mind jokes  
If they lead to fun.

My number is four  
And my name is Jones  
My favorite sport  
Is rolling the bones.

I never was a lucky soul  
Good fortune ne'er was mine  
For what will rhyme with Davidson  
Or even with number nine?

Peoples of all ages will contribute many clever rhymes.

### Yes or No

*Parties, Social Gatherings*

*Juniors to Adults*

As each guest enters he is given ten beans or grains of corn. The guests are then told to ask questions of each other, collecting a bean from everyone who answers a question with the words "yes" or "no." A prize is awarded to the one having the largest number of beans when time is called.

### Introductions

*Parties, Social Gatherings*

*Adults*

This mixer is very efficient to familiarize everyone with the names of the others. The guests are all seated. The leader arises and says, "It's a pleasure to meet you all. My name is Stowe." The next person stands and says, "How do you do, Mr. Stowe, my name is Miss Stearns." The third stands and says, "How do you do, Mr. Stowe and Miss Stearns, my name is Mr. Barker." The fourth says, "How do you do, Mr. Stowe, Miss Stearns, and Mr. Barker, my name is Miss Conley." And so each person must mention the names in turn of all who have already introduced themselves.

### How Is Your Neighbor?

*Parties, Social Gatherings*

*Juniors to Adults*

The players are seated in a circle with "it" standing in the center. There are just enough chairs for those seated but none for "it." "It" approaches one of the players and asks "Who are your neighbors?"

If he cannot name them correctly he must exchange places with "it." If he does name them, "it" asks further, "How is Mr. ———," naming one of the player's neighbors. If the reply is "All right," everyone shifts one seat to the right; if he says "All righteous," they shift to the left; if the reply is "Not so good," everyone shifts anywhere they please. During the shifting, "it" attempts to get a seat and the person left without a seat becomes "it."

### Bumpety-Bump-Bump

*Parties, Social Gatherings*

*Juniors to Adults*

The players stand or sit in a large circle. Have one player acting as "it" for each ten players in the circle. The "its" are in the center of the circle.

The players are given a moment to learn the names of their neighbors on either side. The "its" run up to anyone in the circle, point to him and say "Right—bumpety, bump, bump," to which the player pointed to must instantly respond with the name of the person on his right. If he fails to respond before "it" says "Bumpety-bump-bump," he changes places with the "it" who pointed to him. "Left—bumpety, bump, bump," may also be used.

HICKY-HIKEY-HOKEY-POKEY.—This game is the same as Bumpety-Bump-Bump except that the phrase is "Right (or left)—hicky-hikey-hokey-pokey."

LEMON, LEMON.—This is the same as the above except that the phrase is "Right (or left), lemon, lemon, one, two, three, four, five, six, seven."

TURKEY, TURKEY.—This is a variation of the above suitable for Thanksgiving. The phrase is "Right (or left), Turkey, Turkey, Turkey."

ZIP AND ZAP.—The player in the center points to a player and says, "Zip" and counts to five. The player must give the name of his right-hand neighbor before the count is up. If "Zap" is said, the name of the left-hand neighbor must be said.

### Farmer Jones' Hen

*Party*

*Juniors to Adults*

Seat the players in a circle. One player (Joe) starts by saying, "Farmer Jones has a fine red hen." Betty, sitting next to him, asks "Does she cackle?" To which Joe answers, "Yes, she cackles." Betty then turns to the third player (Jim) and the following conversation ensues:

Betty: Farmer Jones has a fine red hen.

Jim: Does she cackle?

Betty to Joe: Does she cackle?

Joe to Betty: Yes, she cackles.

Betty to Jim: Yes, Joe says she cackles.

Thus the game continues, the question being referred back around the circle to the first player in each case, and the names of the preceding players being repeated.

After several have participated, the answer to the question might sound like this: "Yes, Jack says that Sue says that Al says that Peggy says that Jim says that Betty says that Joe says she cackles."

This event has the desirable quality of causing all the names to be repeated, thus familiarizing everyone with everybody else's name.

The game is also good fun if played without the repetition of the names.

**DO YOU WANT TO BUY A WHISTLE.**—The first player says to the second, "Do you want to buy a whistle?" The second asks, "Does it whistle?" "Yes, it whistles." In other respects, the game is played like the above.

**MR. PENNER'S DUCK.**—The first player says, "Do you want to buy a duck?" The second says, "Does she quack?" "Yes, she quacks." Otherwise, proceed as above.

### Ha, Ha, Ha

*Parties*

*Intermediates to Adults*

The players are seated in a circle. The first player says "Ha," the second in turn says "Ha, Ha," the third "Ha, Ha, Ha" and so on around the circle, each adding one more "Ha." The "Ha's" must be said without laughing. This proves to be difficult and the entire circle is soon laughing. Those laughing while uttering their "Ha, Ha's" are eliminated. The one staying in the longest wins.

### The Blind Guest

*Parties*

*Intermediates to Adults*

Blindfold a player who is clever at repartee. He moves about among the guests as they are scattered about the room, shakes hands with all whom he can find, engages in conversation with each, and tells each what he thinks of him or her.

### Famous Characters

*Parties, Social Gatherings*

*Juniors to Adults*

Prepare beforehand slips on which are written the names of famous people, both present-day and historical. As each guest enters pin a slip on his back without his knowing what it says. The guests observe each other's slips and then converse with one another as though they were talking with the person named on the slip. As this

goes on each tries to guess who he is supposed to be. The remarks should not be so leading as to give away the identity too soon. Much interesting and amusing conversation will ensue.

ADVERTISERS.—Pin an advertisement on the back of each guest as he enters. They read each other's advertisements and make comments to them about their products. From the comments each attempts to guess the product he advertises.

### The Chief's Orders

*Parties, Social Gatherings*

*Intermediates to Adults*

As the guests enter give each lady an odd-numbered card and each man an even-numbered card. Each card reads: "The following are the Chief's orders—be sure to carry them out." The following are suggested orders; similar ones may be made up to suit the nature of the program and the interests of the group:

1. You are the official introducer. Find Number 2 and introduce him to Number 12; Number 4 to Number 10; Number 6 to Number 8.
2. Same as the above with a boy introducing the girls.
3. Find Number 16 and ask him to help you ask each boy who his favorite movie actress is. Later you will be asked to announce your results.
4. Find Number 11 and ask her to help you ask each girl who her favorite movie actor is. Later you will be asked to announce your results.
5. Find Number 14 and ask him to help you find out what each person's favorite radio program is. Later you will be asked to announce your results.
6. Find Number 17 and together list the politics of everyone present.
7. Find Number 12 and together ask each person what he or she considers the best movie of the past year. Later your results will be announced.
8. List all the blond-haired girls.
9. List all the blue-eyed men.
10. List all the brunettes.
11. List all the brown-eyed men.

### Word Making Mixer

*Parties, Social Gatherings*

*Juniors to Adults*

Give each person a lapel card with a large letter on it. There should be a generous supply of the more common letters, particularly the vowels, and few of the rare letters. The object is to form words of ten letters. Select a number of leaders to take the initiative. If there are fifty people present, five leaders would be needed.

At the signal the leader secures two or three companions who have letters he thinks he may need. They select the word and start the search for the necessary letters. They will have to move swiftly for the desired letters will be soon picked up.

Each group is called upon to line up and display their word. After



each has been on display, the leader may announce that each group will be given three minutes to find another word that can be spelled with the letters they have.

### Trading Proverbs

*Parties, Social Gatherings*

*Intermediates to Adults*

Write proverbs on slips of paper and then cut each into three or four pieces. Pin the pieces on the walls in plain sight.

At the signal the players gather as many slips as they can. Then by trading their slips they try to put together complete proverbs. The one completing the largest number wins. Assemble the guests and have the winner read his proverbs.

*A list of over a hundred proverbs that may be used will be found under Split Proverbs (page 30).*

### First Impressions

*Parties*

*Intermediates to Adults*

Sheets of paper of three or four different colors are needed, an equal number of each color. Pin a sheet on the back of each guest as he arrives, distributing the colors evenly, and give each a pencil.

All those wearing the same color assemble in a separate corner of the room. The guests then mingle and introduce themselves to each other. After each introduction, each asks the other to write on the paper on his back the first impression of him that came to the other's mind after the introduction. After a few minutes they are instructed to remove the sheets and read the impressions.

### Musical Mixer

*Parties, Social Gatherings*

*Juniors to Adults*

Give each guest as he enters a slip containing the name of a popular song. The guests immediately search for others holding the name of the same song. When the groups are together give them a few moments to converse and get acquainted and then call on each group to sing their song.

### Laughing Handkerchief

*Parties, Social Gatherings*

*Juniors to Adults*

Any device which causes people to laugh serves admirably as a mixer. The laughing in this stunt may be artificial at the start, but it soon becomes spontaneous and natural.

The leader stands where all can see him. He tosses a handkerchief in the air and while it is in the air everyone laughs, but when it touches the floor all must have stopped laughing and assumed a long face. Those who laugh when the handkerchief is not in the air are eliminated and go to one side where they may assist in attempting to make

those who are still competing laugh. Likewise those who do not laugh when the handkerchief is in the air are eliminated.

The leader will need an assistant to stand by him and help him pick out those who laugh or not in violation of the rules. The height to which the handkerchief is thrown should be varied so that the players are confused as to the length of the laughing spell. Humorous remarks by the leader between throws makes the long face difficult to maintain.

This contest calls for much self control, and it will not be long before everyone is eliminated. The last to laugh wins the title of the champion grouch.

### Smile

*Party*

*Juniors to Adults*

The guests are divided into two teams and line up facing each other about ten feet apart. One team is named "heads" and the other team "tails." The leader tosses a coin and calls out the side that turned up. If it comes up heads, the heads laugh and smile while the tails must keep a straight and sober face. The heads of course attempt to make the tails laugh. All who laugh must join the other team. The coin is then tossed again.

### Crossed Wires

*Parties, Social Gatherings*

*Juniors to Adults*

The leader instructs all as follows: "With your right hand grab your left ear. Now, with your left hand grab your nose." When each has hold of his ear and nose, the leader calls "Change." The difficulty encountered in reversing the hands is always amusing. Such stunts start laughter and serve to break the formality.

### Pat and Rub

*Parties, Social Gatherings*

*Juniors to Adults*

This is on the order of Crossed Wires. The leader instructs all to rub their stomachs with their right hands and pat the top of their heads with the left. When he calls "Change" they attempt to pat their stomachs and rub their heads.

After this has been figured out, the leader may ask the players to start as before and then reverse the position of their hands, rubbing their stomachs with their left hands and patting their heads with their right hands.

### John Brown's Baby

*Parties, Social Gatherings*

*Juniors, Intermediates*

The leader asks the group to rise to sing a song about John Brown's Baby who is afflicted with a cold on his chest. The tune is that of John Brown's Body.

Together they sing the first verse:

John Brown's baby had a cold upon his chest,  
John Brown's baby had a cold upon his chest,  
John Brown's baby had a cold upon his chest,  
So they rubbed it with camphorated oil!

The second verse is the same, except that the word "baby" is not sung. Instead, a sign for the word "baby" must be used. This sign is the right hand placed on the left elbow and the left arm swung to and fro as if rocking a baby.

In the third verse the word "cold" is not sung. Instead a cough is given. In the fourth verse "chest" is not sung, and the chest is tapped with the open hand instead. "Rub" is omitted from the next verse, the rubbing motion being made on the chest. In the following verse "camphorated oil" is left out and the motion substituted is the holding of the nose to indicate the odor. By this time the only words left to be sung are "John Brown's . . . had a . . .," and so forth. Whoever speaks a word when a gesture should be given must drop out of the song or be seated.

### Community Sneeze

*Parties, Social Gatherings*

*Juniors to Adults*

While seated, the group is roughly divided into three sections. The leader then asks the first section to say together "Hish" two or three times for practice, the second section "Hash," and the third section "Hosh." He then asks the first section to add "ee," that is, "hishee," the second section "hashee," and the third section "hoshee." The leader then tells the group to all say their word in unison at his signal. The ensuing sound is like an enormous sneeze.

## CHAPTER III

### *SOCIAL DANCING AIDS*

**A**T SOME stages of growth a full evening of social dancing without anything else will prove interesting. The dancing carries sufficient appeal in itself to insure the success of the occasion. With most ages and on most occasions, however, the insertion of dancing games and contests, mixers, and eliminations, is desirable and adds greatly to the enjoyment of the evening.

The use of these events is a distinct aid to sociability. They help the individuals to become acquainted more easily, they lead to conversation, they keep the group moving and overcome self-consciousness, they break up fixed cliques, and in general bring joy in creating a rollicking care-free situation so essential to the success of any social event.

The aids to social dancing fall under the following heads: (1) the grand march, (2) methods of pairing off and changing partners, (3) methods of cutting in or "robbing," (4) elimination dances, and (5) miscellaneous dancing aids.

*Dance Problems.*—The leader or committee in charge of the dance has a much greater responsibility than the provision of an orchestra and a place with adequate floor space and seating arrangements. An understanding of the human element in the dance is much more important than the mechanical arrangements.

The reticent girl, and particularly the bashful boy are distinct problems. The confident, aggressive boy, who is attractive and a good dancer, can well take care of himself. He will not want for dancing partners, nor hesitate to secure them in robber dances. Such is not the case with the sensitive and bashful, however, who suffer not only because of lack of partners but because of a consciousness of their bashfulness and lack of social success. The problem centers in seeing that these individuals do more than spend an evening of looking on from the edges. The events described in this chapter are designed to that end. The mere use of these activities, however, may not solve the problem—the leader should circulate constantly and suggest, introduce, and encourage.

Good dancers of both sexes who are lacking in tolerance toward poorer dancers, and inclined to be selfish, are no less a problem. Their

ability in dancing makes them much sought after, and every effort should be made to cause them to circulate. The adolescent dancer who "is not exchanging tonight" not only makes himself unpopular, but militates against the success of the dance as a whole. Dancers of this type do not take kindly to the mixers and pairing-off devices, in that they want to dance with a select few. An admired leader can do much with these types by personal suggestion, causing them to see that they are rude and selfish and are publishing their lack of tolerance and sociability.

Dancers of the type described above are largely the cause of cliques in the dance. There should be ample time for everyone to dance with those with whom he particularly desires to; but in order to produce a social dance instead of one of individual couples and cliques, a few of the mixing dances should be utilized.

The fear of "getting stuck" for the evening, or a considerable portion of it, with an uninteresting person is one of the primary reasons why dancers are reluctant to circulate more freely. Since proper dance etiquette requires that he stay with the girl until someone else asks her to dance, the boy is exceedingly hesitant about asking a girl for a dance when he does not particularly care for her, and is afraid no one else will take her off his hands. This is a perfectly legitimate reason and the dancers cannot be blamed for their hesitancy in such a situation. An occasional mixing circle or the use of one of the devices for changing partners prevents this, and if the dancers know that such dances are in the offing they will feel more free to distribute their dances.

*Suggestions on Dance Leadership.*—No two dances present exactly the same problems, and consequently it is unwise to plan a program with a view of following it rigidly. The leaders should prepare a list of a number of pairing-off dances, robber dances, and eliminations, and secure the equipment for them, and *then use them only as the dance seems to require them*. Few or all of them may be used as conditions demand. It may be that none of them will be needed.

The leader should move about among the dancers and be alert constantly to their needs. The various aids to dancing in this chapter should be regarded as means to an end rather than ends in themselves. Too many novelties and pairing-off devices are annoying; yet not to use them when occasion demands may permit situations to exist which are equally annoying to many. As a rule these devices are particularly appropriate and necessary for young dancers and those who have recently started to dance, and again for middle-aged dancers and married couples. There is a period in between these two ages when dancing aids are not so necessary nor are they usually welcomed. In this period, for the most part, the dancers are aggressive in securing

partners, and through experience in dances are well able to care for themselves. To them, the appeal of the music and the dance is sufficient in itself. This is not always the case with the younger and older dancers.

The master of ceremonies should be pleasing in personality, neat in appearance, and possessed of social graces. His voice should be strong, clear, and pleasing. He should possess a sense of humor, be cheerful always, and never overbearing.

In order to attract attention, he should speak quickly when the music stops, and then wait for quiet and not attempt to shout down the noise. A committee of a few dancers in the group who know the scheduled event can aid him greatly in producing quiet and starting the event.

The master of ceremonies should know very definitely just what he wants the group to do, announce the instructions clearly with the fewest possible words, and demonstrate from the floor if need be. The schooled leaders in the group immediately start it and the rest follow.

Do not continue the novelty dances too long. The time to stop any play activity is when the enjoyment is at its height. To allow interest to wane leaves a bad taste in the mouth.

### GRAND MARCH

The Grand March is a traditional device for the opening of a dance of the ballroom type. When properly handled it is a beautiful and colorful spectacle.

The music should be in slow march time. The following figures may be used in the Grand March. They need not all be included of course—the leader may select from them and compose a routine that is as short or long, simple or complex, as he may desire.

### Grand March Figures

1. Have the boys line up in file on one side of the room and the girls on the other. The leader of each line leads his or her line to the rear of the room, meets the other line, and the guests march down the center in a column of two's.

2. Upon reaching the front of the room, the first couple goes to the right, the second to the left, the third to the right, and so forth. Couples meet at the back of the room and come up in a column of four's.

3. The three at the right turn right, and the one on the left turns left; when they meet at the back of the room they come up center in four's; on reaching the front the three on the left turn left, and the one on the right turns right, meet at the back, and come up the center in four's.

4. The four's divide into two's, going right and left, and when the lines meet at the rear of the room, the couples in the line on the director's left all form arches by holding their inside hands high, while the other line marches under, both lines marching straight ahead. The lines continue around the sides of the hall and when they meet at the front of the room, the other line of couples forms the arches while the former arches pass under.

5. When the lines meet at the rear of the room, the first couple on the director's left turns down the center, forms an arch, and the first couple on the right goes under it. They then reverse their positions, and the other couple forms the arch and the former arch goes under it. They thus alternate, moving over and under as they go down the center of the floor, all couples doing the same.

6. When the lines reach the front of the room, the couples march right and left as in Number 2. When they meet at the rear of the room, the first couple on the director's left goes straight ahead, forms an arch, and the first couple on the director's right goes under the arch. The couple that formed the arch, keeping hands joined, goes under an arch formed by the second couple in the opposite line, then forms an arch for the third couple to go under, and so on. All players in both lines, going in opposite directions, do the same. Thus all couples are going under arches and forming arches alternately. They continue around the edge of the room, and when the two lines meet again at the front of the room, the same weaving figure is repeated and the lines continue going around the sides of the room until they meet at the rear.

7. When the two lines meet at the rear of the room, the first couple of each line join hands and the four skip around in a circle for seven counts. On the eighth count, the couple on the left goes under an arch formed by the right-side couple, each couple going forward in eight counts to meet the next couple of the opposite line and repeat. This is continued through the line until the leading couples meet again.

8. When the two lines meet at the rear of the room, they come up the center of the floor in four's, and on reaching the front, the first four turn right, the second four turn left; when the two columns of four's meet at the rear of the room, they come up the center in eight's, halting at the front of the room. Eight's join hands and the leader joins on the right of the front line. He leads the front line into a winding formation to the right so that attachment can be made with the second line (the last one of the first line joining hands with the one on the right of the second line). When all the group is in line, players form a circle.

9. Partners face and grand right and left around the circle to own

partner. The leader winds up the circle by leading the players inside the outside circle. When the players are wound up, the leader unwinds by turning outside, and walking with back to the players who are still winding up.

10. Two circles are formed, girls inside, boys outside. The boys make arches by lifting joined hands. The girls join hands and follow the leader in and out of the arches. The boys take girl on their right and march around the circle in two's, coming up the center of the room in four's.

11. The two inside lines form arches while the outside lines march forward, meet a new partner at the front of the room, turn and march back under arches.

## METHODS OF PAIRING OFF AND CHANGING PARTNERS

In dancing groups and at parties it is usually desirable to use devices which will mix the two sexes by chance and prevent couples from staying together throughout the entire evening. Otherwise certain girls will be neglected and shy boys will not have the good time that otherwise might be possible. The following devices may be used as methods of pairing off at the start of the dance or party, and as means of mixing the group during the course of the evening.

### Simple Grand March

*Ballroom Dances, Parties*

*Juniors to Adults*

The simplest method of pairing off is to conduct a simplified grand march. Ask the boys to line up outside one door on one side of the room and the girls at another. The two lines march around, meet, and line up side by side. The players standing together are partners for the next dance.

### Matching Numbers

*Ballroom Dances, Parties*

*Juniors to Adults*

Prepare duplicate slips of paper each containing a number. Pass out one set to the girls and the other to the boys. All then circulate and try to find the member of the opposite sex who has the same number. These two are partners.

VARIATION.—The boys holding odd numbers may dance with any girl holding an odd number. That is, a boy holding Number 1 may dance with the girl holding Number 1, 3, 5, 7 and so forth.

VARIATION.—The boys holding odd numbers may dance with any girl holding an even number, and vice versa.

VARIATION.—Groups of numbers dance together. For example, the boys holding numbers between 1 and 5 may dance with any girl holding numbers between 1 and 5.



### Name Dance

*Ballroom Dances, Parties*

*Juniors to Adults*

Place slips containing the boys' names in a box and have the girls draw for their dancing partners.

### Famous Character Dance

*Ballroom Dances, Parties*

*Juniors to Adults*

This is one of the best of the methods of pairing off and is a great fun-maker. Prepare slips for the girls giving each a name of some famous woman of history and telling her to dance with some famous man of history. Prepare similar slips for the boys. For example: a girl's slip might read "You are Cleopatra. Dance with Julius Caesar," or "You are Queen Elizabeth, dance with Nero." The corresponding boys' slips would read, "You are Julius Caesar, dance with Cleopatra" and "You are Nero. Dance with Queen Elizabeth."

The slips are distributed and all search for their dancing partners. The following types of characters may be used:

Moving picture actors and actresses.

Famous poets, authors.

Famous characters of fiction.

Pioneers, Indians, cowboys, western badmen.

Famous artists.

Famous musicians and composers.

### Matching Flowers

*Ballroom Dances, Parties*

*Juniors to Adults*

Give each boy and each girl a flower. There should be as many different kinds of flowers as possible. Each boy finds the girl whose flower matches his. If it is necessary to use more than one of each kind of flower, it makes little difference. Some flowers may be marked with colored ribbon if necessary to make enough different kinds.

**MATCHING HATS.**—Give out paper hats to all. Each boy dances with the girl whose hat exactly matches his.

### Matching Playing Cards

*Ballroom Dances, Parties*

*Juniors to Adults*

Give each girl a playing card from one deck of cards and each boy a card from another deck. They find their dancing partners by matching the cards.

If there are not enough dancers to use two packs, use only one and give the red cards to the girls and the black cards to the boys. Announce that the spades dance with the corresponding hearts, and the clubs with the corresponding diamonds.

### Making Circles

#### *Ballroom Dances*

#### *Juniors to Adults*

Cut out cardboard into perfect circles about four inches in diameter, one circle for each couple expected. Then cut each circle in two, placing one part in the girls' pile and one part in the boys' pile. Each circle should be cut at a different angle. Give each girl one of the cardboard pieces and each boy one. The boys search until they find a girl whose cardboard matches theirs and makes a perfect circle. These two are partners.

VARIATION.—Instead of cutting up circles, cut Valentines, cardboard Christmas bells, Christmas trees, shamrocks, hatchets, Easter Eggs, or any symbol characteristic of the season of the dance.

### Matching Advertisements

#### *Parties, Ballroom Dances*

#### *Juniors to Adults*

Cut advertisements from newspapers and magazines and cut each advertisement in half. As the guests enter give each one half of an advertisement. One half of each is given to a boy and the other half to a girl. Each guest finds the person who has the other half of his advertisement. These two are partners for the first dance.

### Lollypop Dance

#### *Ballroom Dances, Parties*

#### *Juniors to Adults*

Write the name of a girl on each lollypop given to the boys, and the name of a boy on each given to the girls. Each boy finds the girl whose name appears on his lollypop and dances with her. When the signal is given the music stops and the couples separate, each girl finding the boy whose name appears on her lollypop.

### Lollypop Doll Dance

#### *Ballroom Dances, Parties*

#### *Juniors to Adults*

Paint faces on enough lollypops so that there will be one for each guest expected. Each face should be duplicated on another lollypop, thus making a pair with duplicate faces. The faces on each pair should differ in detail from those on all the other lollypops. One set is given to the boys and the duplicates to the girls. They hunt until they match their lollypops exactly and thus find their dancing partners.

### States and Capitals

#### *Parties, Ballroom Dances*

#### *Intermediates and Adults*

Give each boy a slip containing the name of a state and each girl a slip containing the name of the capital of a state. They circulate until they find their partners.

**VARIATION.**—Pin on each girl a paper containing the outline of a state. Give the boys slips containing the names of capitals of states. Each boy finds the girl possessing the outline of the state whose capital he holds.

### **Description Dance**

*Ballroom Dances, Parties*

*Intermediates to Adults*

Each girl is given a card and pencil. Each writes a description of herself and her dress. The cards are thrown in a hat. Each boy draws one and finds the girl described for his partner.

### **Dance of the Professions**

*Ballroom Dances, Parties*

*Adults*

Each man is given a card on which he writes his profession and any remarks about it he may choose. The cards are thrown in a hat and each lady picks one. She finds the man described, and dances with him.

### **Clapping In and Clapping Out**

*Ballroom Dances, Parties*

*Juniors, Intermediates*

Assemble the boys in one room and the girls in another. Arrange a circle of chairs in the girls' room, and have each girl stand behind a chair. Have each girl draw a number. In the meantime, each boy in the boys' room has drawn a number.

Call in a boy and announce his number. As he enters, the girls all clap. He sits down in one of the chairs, and if the girl behind the chair does not have the same number as he, he is clapped out of the chair. Thus he moves from chair to chair until the clapping ceases, which indicates that he has found the right seat. Then another boy is called in and his number announced, and so on. Continue until all the boys have found their partners.

### **Slipper Dance**

*Ballroom Dances, Parties*

*Juniors to Adults*

This dance is acceptable for young dancers. The boys line up at one end of the floor and the girls assemble at the other. Each girl removes one shoe. These are placed in a basket and the basket covered. The basket is passed to the boys who reach under the cover and pull out a shoe. They then go to the girls and match the shoe. Each dances with the owner of the shoe.

**VARIATION.**—Place the shoes in a pile in the center of the floor. At the signal the boys rush for the shoes and select one.

## Balloon Grab

*Ballroom Dances, Parties*

*Juniors to Adults*

Each girl is given a toy balloon, shipping tag, string, and pencil. Each blows up her balloon, attaches the tag to it, and writes her name on the tag.

The girls form a circle and the boys form a larger circle outside. The girls march to the left; the boys to the right. When the music stops, the girls toss their balloons in the air and bat them into the center of the circle. The boys dash for them and dance with the girl whose name appears on the tag.

The Balloon Bursting Dance (page 43) makes an excellent conclusion for this dance.

## Choose Your Hand

*Ballroom Dances, Parties*

*Juniors to Adults*

Have all the girls go on the stage or behind a curtain. They all thrust a hand under the curtain. The boys, standing on the other side of the curtain, each select a hand and dance with the girl whose hand was chosen.

Having selected a hand, the boy stands by to claim the girl—the girls do not leave their positions until the signal is given after all hands are chosen.

**CHOOSE YOUR FOOT.**—This variation is acceptable for young children. It is the same as the above except that the girls all remove one shoe and thrust a foot under a curtain or sheet.

While this mixer may be used without having the girls remove their shoes, it is less satisfactory if conducted in this way, in that the boys may recognize some of the shoes and thus know who the wearers are.

## Silhouettes

*Ballroom Dances, Parties*

*Juniors to Seniors*

This is good at a small dance or party where all know each other. Each boy in turn stands behind a sheet with a light behind him casting his profile on the sheet. The girls attempt to guess the boy. The girl that guesses correctly has him as a partner.

## Fish Pond Dance

*Ballroom Dances, Parties*

*Juniors to Adults*

The girls gather behind a curtain. Each is given a colored ribbon which she throws over the top of the curtain. Each boy selects a ribbon and dances with the girl at the other end.

## Affinities

*Ballroom Dances, Parties*

*Intermediates and Adults*

Write a large number of affinities on slips of paper and cut each in half. "Bread and butter" is an example. "Bread and" would appear

on one half and "butter" on the other. Give the first parts to the boys and the last parts to the girls. In this way they find their partners.

Suggested affinities are as follows:

Bread and butter	Nut and bolt
Salt and pepper	Gas and oil
Knife and fork	Cap and gown
Potatoes and meat	Sword and shield
Ham and eggs	Stocks and bonds
Pork and beans	Army and navy
Ice cream and cake	Stars and stripes
Pen and ink	Crackers and cheese
Paper and pencil	Lock and key
Day and night	Cream and sugar
Light and dark	Brother and sister
Fair and warmer	Soap and water
Thunder and lightning	Comb and brush
Cup and saucer	Macaroni and cheese
Bow and arrow	Mutt and Jeff
Horse and wagon	Anthony and Cleopatra
House and lot	Jack and Jill
Coat and hat	Adam and Eve
Collar and tie	Cain and Abel
Shoes and stockings	David and Goliath
Scotch and soda	Jonah and the whale
Liver and bacon	Pat and Mike
Bat and ball	Rod and reel
Hit and run	Sword and shield
Mother and father	Saddle and bridle
Dog and cat	Bag and baggage
Hammer and nail	Needle and thread

### Split Proverbs

#### *Ballroom Dances, Parties*

#### *Intermediates and Adults*

Write out proverbs on slips of paper and cut each slip in half. There must be as many cut slips as there are guests expected. Give one half of a proverb to a boy and the other to a girl. They locate partners by finding the person who has the other half of the proverb. For example, the boy's slip might read "is not gold" and the girl's "all that glitters."

The following are a few proverbs that may be used:

"All that glitters is not gold."

"A stitch in time saves nine."

"A fool and his money are soon parted."

"Every cloud has a silver lining."

"It never rains but it pours."

Statue of Liberty	Star gazer
Soap-box orator	Table waiter
Ditch digger	Log chopper
Shoe shiner	Toe dancer
Pawn broker	Bull fighter
Indian dancer	Parson
Archer	Skater

## Farmyard Partners

### *Ballroom Dances, Parties*

### *Juniors and Intermediates*

Divide the sexes and give a slip containing the name of an animal or bird to each girl, and then pass out duplicate slips to the boys. Each animal or bird named should have a characteristic call.

At the signal the players begin giving their calls and in this way locate their partners.

The calls of the following animals and birds should be familiar to all:

Donkey	Wolf
Horse	Lion
Cow	Seal
Pig	Whippoorwill
Dog	Katydid
Cat	Bobwhite
Duck	Bobolink
Turkey	Catbird
Rooster	Killdeer
Hen	Loon

## Humming Tunes

### *Ballroom Dances, Parties*

### *Juniors to Adults*

This is a novel and interesting method of pairing off. Prepare duplicate slips containing the names of tunes which are apt to be familiar to all. One set is handed out to the men and the other to the girls. Instruct the players that positively no words are to be spoken, but each must locate his or her partner by humming the tune from one to another until he finds someone humming the same tune.

## Trinket Dance

### *Ballroom Dances, Parties*

### *Juniors to Adults*

Collect from each girl a trinket, such as a bracelet, flower, or handkerchief. Each boy selects one, finds the owner, and dances with her.

This can be reversed, of course, with the trinkets gathered from the boys, and the girls each selecting one.

### **Labeled Refreshment Boxes**

*Ball-room Dances, Parties*

*Juniors to Adults*

Place the refreshments in lunch boxes and write a girl's name on each box. When the time comes for refreshments each boy is handed a box and eats the lunch with the girl whose name appears on the box.

If the refreshments are to be something like cookies or wafers, ice cream and punch, the girls may be asked to bring a box containing a dozen or two of cookies or wafers. She writes her name on the box and turns it in upon arrival.

### **Autograph Program Cards**

*Ballroom Dances, Parties*

*Juniors to Adults*

Give each man a card and pencil. Without telling them the purpose, have the men secure as many autographs of girls as possible. This serves as a mixer.

Later when the first event starts, the first name on his card is his partner, and for each successive event his next partner is the next name on his card.

### **Couples Change**

*Ballroom Dances*

*Juniors to Adults*

The couples are all dancing. The music stops and the leader calls "All change partners." Each boy then leaves his partner and secures another. The music stops for such changes frequently.

### **Snap the Broom**

*Ballroom Dances*

*Juniors to Adults*

If there are more boys than girls do not permit robbing in this dance but place a broom in the center of the floor. An unattached boy is permitted at any time to step on the broom, lift the handle, and let it snap to the floor. At this signal all must change partners and the unattached boys attempt to secure partners in the exchange.

### **Virginia Reel Formation**

*Ballroom Dances, Parties*

*Juniors to Adults*

The boys and girls stand in separate lines about twenty feet apart, each standing opposite and facing his or her partner. The girl at the head of the line marches diagonally to the center and is met there by the boy from the foot of the opposite line; these two are partners and go outside the line to dance. Then the boy at the head of the line goes out to meet the girl from the foot of the opposite line. Continue in this way with the corner people meeting and dancing until all have partners.

## Backward Choice

### *Ballroom Dances, Parties*

### *Juniors to Adults*

Line up the girls at one end of the floor and the boys at the other, all facing the wall. As the music starts all walk backward toward the center until they touch a member of the opposite sex. Those touching are partners.

## Rushes

### *Ballroom Dances, Parties*

### *Juniors to Adults*

All the boys form in line at one end of the room and the ladies at the other. At the signal the boys rush to the girls, select partners and dance.

**ALL-FOURS RUSH.**—This is for younger groups. The boys rush to the girls on all fours.

## Paul Jones Circles

### *Ballroom Dances*

### *Juniors to Adults*

The Paul Jones is a traditional device of the ballroom for changing partners. It does more than change partners, however, for when properly conducted it does much to stimulate group feeling, *esprit de corps*, and greatly adds to the joy of the dance.

The leader should participate in the dancing in directing the Paul Jones—his task will be much easier in so doing. He should call his directions in a loud clear voice, speaking decisively but not unpleasantly.

Since the primary purpose is merely to change partners, the figures should be short and should not take too much time away from the dancing.

If the tempo of the music is slow the orchestra should speed up for the Paul Jones figure and then return to the usual tempo when the dancing starts again. The music should also be played softly so that the leader's directions can be heard.

**DANCE WITH THE LADY ON YOUR LEFT.**—The leader calls "circle all" and the couples come into a single circle and join hands. All slide to the right one phrase of the music, left one phrase, skip to the center one phrase, and back. The instructions to the boys are then called: "Dance with the lady on your left!"

**GRAND RIGHT AND LEFT.**—All come into a single circle. All skip to the right one musical phrase, then to the left, then center and back. The partners face each other and join right hands. Passing right sides, the men move counterclockwise and the girls clockwise. They move forward to the next dancer, give left hands and pass left sides. They continue around the circle giving right and left hands alternately until



the leader signals to stop. The boys then dance with the girls whose hands they hold.

The leader may designate to the boys the girls with whom they are to dance before the passing starts by saying "Right hand to your partner and count three (five, seven)." The boys then dance with the third (fifth, seventh) girl.

**DOUBLE CIRCLE.**—The boys form a circle and join hands. The girls form another circle inside. The leader says "Ladies to the right and gentlemen to the left," and the two circles thus move in opposite directions. The leader signals the circles to stop and says to the boys "Dance with the lady in front of you."

**BASKET FIGURE.**—Two circles are formed which move in opposite directions as in the Double Circle above. At the signal to stop, the girls with hands still joined step back under the boys' arms, each girl standing between two boys, the boys raising their joined hands to allow the girls to go under. In this formation all slide right and then left. At the signal the boys dance with the lady on the right.

**TWO-DEEP FIGURE.**—All form one circle and then the boys step behind their partners, forming a double circle. The leader says to the boys "Move to the right (left), and dance with the third (fifth, seventh) lady."

**ACROSS THE CIRCLE.**—All form a single circle and slide right and left. They then skip forward toward the center and the boys pick a lady from the other side of the circle.

**LADIES' CHOICE.**—The girls form a circle and the boys stand in a group in the center. The girls join hands and slide around the circle until the music stops, then rush to the center and select partners. The positions of the boys and girls may be reversed if desired.

**KNEEL BEFORE YOUR LADY.**—All come into a single circle. At the command "Kneel before your lady" each boy faces his partner, takes her right hand in his and drops to one knee. The girls then move clockwise, winding in and out among the kneeling boys. At the signal to stop each girl dances with the boy kneeling before her.

**REVERSE CIRCLES.**—All couples fall into a circle, forming a double file, and promenade around the circle. At the signal the girls turn and march in the opposite direction. At the signal the boys dance with the girls nearest them.

**UNDER THE ARCH.**—The boys form a line on one side of the room, and the girls on the other. The end boy and the end girl march forward and form an arch near one end by joining their hands over head. The two lines move forward and meet, and the couples go under the arch, the girls first, and dance.

**SEPARATE CIRCLES.**—The boys form a circle near the end of the room and the girls form a circle at the other end. Place a girl to act





as leader in the center of the boys' circle and a boy in the center of the girls'. Each circle skips or dances around the leader in the center. At the signal the leaders in the center designate one boy to leave the boys' circle, and one girl to leave the girls' circle. These two meet and dance. The leaders then designate others, and so on, until all are dancing.

**HUNGARIAN ROUNDEL.**—This simple folk dance, easily followed from the leader's calling, is excellent for changing partners. The dancers come into a large circle and join hands. The following figures are followed:

1. Skip right eight steps.
2. Skip left eight steps.
3. Skip to center four steps, and back four steps.
4. Skip to center four steps, and back four steps.
5. Skip right eight steps.
6. Skip left eight steps.
7. Grand right and left until signal to dance with nearest girl.

### METHODS OF CUTTING IN

When there are more boys than girls, it is desirable to use some method of cutting in or "robbing" so that those without partners do not need to wait until the end of the dance to secure a partner. The leader can do much to encourage the more timid ones to go out on the floor and secure a partner.

When there are more girls than boys the robbing may be done by the girls. As a rule however they are more reluctant to cut in than boys and need more individual encouragement.

### Robber Dance

#### *Ballroom Dances*

#### *Juniors to Adults*

This is the simplest and commonest of the methods of cutting in. The unattached boy merely walks up to the dancing couple. If the boy dancer fails to see him the robber lays his hand on the dancer's shoulder. The boy dancer thanks his partner, bows to the one who cuts in, and leaves to secure a new partner for himself by cutting in on another couple.

### Robber Introductions

#### *Ballroom Dances*

#### *Juniors to Adults*

When robber dances are used in a dance composed of strangers, an unfriendly feeling frequently develops from the robbing, which is most undesirable and defeating to the general success of the dance. This can be eased over somewhat by the use of introductions at the time of the robbing.

The robber approaches the couple and lays his hand on the boy's

shoulder and introduces himself. The dancing boy then introduces himself, presents the robber to the girl and withdraws.

### Lemon Dance

*Ballroom Dances*

*Juniors to Adults*

Give each unattached boy a lemon. He hands the lemon to the boy of a dancing couple and takes his partner. The boy holding the lemon then passes it on quickly to someone else.

### Broom Dance

*Ballroom Dances*

*Juniors to Adults*

Give each unattached boy a house broom. He dances with the broom up to a couple, hands the broom to the boy and dances with the girl. The boy receiving the broom then dances with the broom and seeks a new partner.

VARIATION.—Dress the broom to represent a lady.

### Dummy Dance

*Dances*

*Juniors to Adults*

Provide a tailor's dummy or manikin doll. The boy without a dancing partner dances with the dummy. He tags a dancing couple, gives the dummy to the boy and dances with the girl.

SCARE CROW DANCE.—Provide a scare crow with which the extra man dances.

SKELETON DANCE.—Use a black cardboard with a white skeleton painted on it in place of the tailor's dummy.

### Dunce Hat Dance

*Ballroom Dances*

*Juniors to Adults*

Place dunce hats on the heads of the unattached boys. They secure partners by going out on the floor and placing the hat on the head of a boy and taking his partner. The boy losing his partner immediately puts the hat on another boy's head.

Occasionally a farmer's straw hat or an ordinary street hat is used in this way.

### Bunny Dance

*Ballroom Dance*

*Juniors to Adults*

This is for an Easter dance. Give each unattached boy a toy bunny. They secure partners by cutting in on dancing couples and giving the bunny to the boy, who must seek himself a new partner by passing on the bunny.

If partners are even, select one couple and give the boy the bunny and the girl a chicken. They separate, the boy seeking a partner by

passing the bunny to a boy, and the girl securing a partner by handing the chicken to a girl.

VARIATIONS.—Instead of using bunnies and chickens, use any object symbolic of the season of the dance, such as Santa Claus, cupids, valentines, hearts, turkeys, hatchets, shamrocks, and so forth.

### Ball Robber Dance

*Ballroom Dances*

*Juniors to Adults*

Provide enough volleyballs or soft rubber balls for the extra boys or girls. They stand at the edge of the dance floor and roll the balls at the dancing couples. If the ball touches a couple, the girl dances with the boy who rolled the ball, or the boy dances with the girl who rolled the ball.

Those left without partners take the balls and roll them.

### Hoop Dance

*Ballroom Dances*

*Juniors to Adults*

Give each unattached boy two barrel hoops wound with colored cloth or crepe paper. He goes up to the boy dancer whom he wishes to rob and gives him one hoop. The couple stops dancing and the two boys spin their hoops on the floor. The one whose hoop spins the longest claims the girl, and the other seeks to rob someone else.

### Lariat Robber Dance

*Ballroom Dances*

*Juniors to Adults*

This is an event for a dance for younger dancers in which a cowboy atmosphere is desired. Give each unattached boy about twelve feet of light cotton rope, such as clothesline, which is made into a lariat. He seeks a girl with whom to dance by approaching a dancing couple and throwing the lariat around the girl. He then turns the lariat over to the boy he robbed and dances with the girl.

CIRCLE LARIAT DANCE.—Give each boy a lariat made of light clothesline and have them stand in a group in the center of the floor. The girls form a circle around them and march around the circle to the music. The boys attempt to lasso the girls with whom they want to dance. As soon as they succeed, they dance.

### Robber Forfeits

*Ballroom Dances*

*Juniors to Adults*

If the make-up of the group is such that the robbing is apt to lag, it is well to speed it up by the use of forfeits. Anyone holding the object (broom, lemon, dummy, and so forth) when the music stops must pay a forfeit. (See Chapter XI, "Forfeits for Social Gatherings").

## ELIMINATION DANCES

The eliminations are among the most popular of the social dance events. In this scheme one couple after another is eliminated and withdraws to the walls. This would be unfortunate were it not for the fact that the eliminated ones retain such a high level of interest in the contest and are curious to know who the lucky couple will be. A prize should always be given to the winning couple.

### Lucky Number Dance

*Ballroom Dances*

*Juniors to Adults*

This is the simplest and commonest of all the eliminations. Write numbers on slips of paper, beginning with one and going up to the number of couples present. Each couple draws a number before the music starts. The leader holds a duplicate set of numbers in a hat.

When the music starts all dance. After a moment the music stops and the leader draws two or three numbers and calls them. The holders of these numbers withdraw. The orchestra then plays for a moment, stops, and more numbers are called. Continue until only one couple is left. Present this couple with the prizes.

VARIATION.—Give each boy an odd number and each girl an even number. Each time the music stops the leader draws an equal number of odd and even numbers. The holders of these numbers withdraw and the partners of those who withdraw get together and dance. Continue until only two are left. Present a prize to each.

### Famous Character Elimination

*Ballroom Dances*

*Juniors to Adults*

This event ranks supreme among the eliminations and may be used to excellent advantage in connection with the Famous Character Dance (page 26). The description of the Famous Character Dance should be read in this connection.

Give each couple a card on which is written the names of a movie actress and actor, for example Lionel Barrymore and Greta Garbo. Each time the music stops the leader pulls a card from his duplicate set and asks Lionel Barrymore and Greta Garbo (or whoever the card says) to withdraw from the floor.

Instead of using the names of actors the following may be used:

Famous characters of history—kings, warriors, presidents, and so forth.

Famous writers and poets.

Famous musicians.

Countries, States.

Colleges.

Names of animals.

Names of vegetables.

Names of flowers, trees.

Names of musical instruments and musical terms.

Names of articles of the household.

Names connected with Valentine's Day, Easter, New Year's, Christmas, Thanksgiving, and whatever the nearest holiday is.

### Flower Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

This is one of the most interesting and satisfying of the eliminations. Two large bouquets of flowers are needed, each containing exactly the same number of each variety of flowers. Each bouquet should contain as large a variety of kinds of flowers as possible. If there are not enough kinds of flowers available so that there is a separate kind for each couple, two or three of a kind may be included. There should be only one of two or three kinds however.

One bouquet is passed around and each girl takes one flower. The other bouquet is placed on the orchestra platform or other prominent place.

Each time the music stops the leader withdraws one kind of flower, and calls its name. All couples holding that flower withdraw. The leader should hold the flower up as he calls it so that those who do not know its name may identify it by its appearance. Continue until only one flower is left; the couple holding that flower wins. The leader should be careful to see that there is only one of the variety of flower that is left to the last.

The leader then places his flowers all back in the bouquet and the bouquet is presented to the girl of the winning couple.

### Playing Card Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Give each couple a playing card. The leader holds a deck of cards and each time the music stops withdraws two or three cards. The holders of these cards withdraw. Continue until only one couple is left.

### Balloon Bursting Dance

#### *Ballroom Dances*

#### *Juniors to Adults*

This is a hilarious affair. Give each boy a toy balloon and two feet of string. He inflates the balloon tightly and ties it to the left ankle of his girl. If possible the balloons should be inflated beforehand and handed to the boys, because of the tendency to seek an advantage by not inflating them completely. Announce that all whose balloons are not fully inflated will be eliminated.

When the music starts all dance, and attempt to step on the balloons of passing couples, and at the same time to defend their own.



When a balloon is destroyed the couple is eliminated. The couple remaining on the floor longest wins the prize. Everyone must retain somewhat of a dancing position in attempting to step on the balloons—that is, they cannot stop dancing and run around stepping on balloons.

**VARIATION.**—Tie the balloons on the left wrists of the girls. The couples then reach out and break the balloons of the girls as they pass.

### Valentine Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Give each guest a valentine and ask him or her to write his or her name on the back of it. The valentines are then collected. Each time the music stops the leader withdraws a boy's valentine and a girl's and reads the names. These two come up, claim their valentine and withdraw from the floor. The partners of those who withdraw get together and dance. Continue until only one girl and one boy is left.

### Elimination by Affinities

#### *Ballroom Dances*

#### *Juniors to Adults*

This elimination may be used as a continuation of the pairing-off dance, Affinities (page 29). Give each dancer a slip on which is written one-half of an affinity such as "Salt and" from "Salt and Pepper," or "Pork and" from "Pork and Beans." When the music stops the leader calls out the last half of an affinity and the holder of the first half withdraws. For example, he might call "Pepper" and the holder of "Salt and" would be eliminated. Those left without partners get together and dance. Continue until only one couple remains.

*For a suggested list of fifty affinities which may be used in this dance, see Affinities (page 29).*

### Elimination by Old Sayings

#### *Ballroom Dances*

#### *Juniors to Adults*

This dance may be used in connection with the pairing-off dance, Old Sayings (page 33). Give each dancer a slip containing the last part of an old saying, such as "Feather" from "Light as a Feather" or "Lightning" from "Swift as Lightning." When the music stops, the leader calls the first part of the old saying, and the holder of the last part withdraws. For example, he might say "Light as a" and the holder of "Feather" would be eliminated. Those left without partners when their partners are eliminated get together and dance. Continue until only one couple is left.

*For a list of over fifty old sayings, see Old Sayings (page 33).*

### Flag Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Provide a collection of small flags of many nations and allow each couple to select a flag. The leader holds slips containing the names of the flags. Each time the music stops he withdraws a slip and announces that the "Germans will sit down" or whatever the nation happens to be. Continue until only one couple remains.

If enough different types of flags cannot be obtained for all the couples, two or three of a kind may be used. There should be only one of two or three flags however, and the leader should see that one of these remains to the end.

### College Pennant Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

This is the same as the Flag Elimination described above, except that college pennants are used in place of flags. The pennants may be made by cutting out small pieces of cardboard and painting and lettering them.

### Spot Light Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Turn out all the lights and make the room as dark as possible. One player is given a flashlight. He walks around the floor flashing his light on and off. Whenever the light falls on a dancing couple that couple is eliminated. Continue until only one couple remains.

### Blind Bowler Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Blindfold one person and give him a volleyball. Each time the music stops he quickly rolls the ball on to the floor. Every couple hit by the ball is eliminated. Dodging is not permitted—no one may move a foot. If the ball hits one of the partners both are eliminated.

When the group becomes thinned out, line them up on one side of the floor and place the blind man in front of them. Continue until only one couple is left.

### Last Couple Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Give the boy of each couple a bunny, Santa Claus, hatchet, valentine, or other token symbolic of the season. Each time the music stops the boys run to an indicated line and place their object on it. The last boy placing his object on the line is eliminated, together with his partner. Continue until only one couple remains.

### Chair Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Place two rows of chairs down the center of the floor, the chairs standing back to back. There are two less chairs than dancers. Each time the music stops all rush for a chair and sit down. *Each boy must find a chair so that a girl is sitting on his right.* The boy and girl who do not find seats are eliminated. If some of the boys and girls are not sitting alternately, those left without seats may order them to rearrange themselves, and may attempt to get to their seats in the course of the transfer.

When the music starts, two more chairs are removed and each boy dances with the girl on his right. Continue until only one couple remains.

### Stoop

#### *Ballroom Dances, Parties*

#### *Juniors to Intermediates*

When the music stops the girls form a circle and the boys a larger circle outside. Each boy stands behind his partner. The music starts and the girls march to the right and the boys to the left. When the music stops each boy runs to his partner, joins hands with her and they squat. The last player squatting is eliminated. Continue until only one couple remains—these two are the winners.

### Good Resolutions Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

This is particularly appropriate for New Year's Eve. Write on slips of paper, typical New Year resolutions and give one to each couple. The leader retains a duplicate set.

Each time the music stops the leader draws a resolution and reads it. The couple holding that resolution withdraws. Continue until only one couple remains.

This dance has many possibilities for entertainment if the resolutions are cleverly written and the leader is clever in calling them.

### Blindman's Elimination

#### *Ballroom Dances*

#### *Juniors to Adults*

Blindfold two or three boys. While the couples are dancing the blinded ones move about the floor attempting to touch the dancers. Any couple touched is eliminated. As the crowd thins out, limit the dancing to one section of the floor. Continue until only one couple remains.

This is less satisfactory than some of the other methods because of the ease with which the dancers may move away from the blindfolded taggers.

### Elimination by Sections of the Floor

#### *Ballroom Dances*

#### *Juniors to Adults*

When numbers are large the usual methods of elimination are often too long drawn out. In these cases large numbers may be eliminated at a time by eliminating all who stand on one section of the floor. Narrow lines may be painted on the floor with chalk, and each section numbered. The leader puts these numbers on slips, and each time the music stops, draws a number and announces that all standing in that section are eliminated.

When those of one section leave, the crowd at once scatters over the entire floor. The leader puts the number of the section of the floor back in the hat after drawing it, so that it may be drawn over again. Continue until only one couple is left.

### Countries of the World

#### *Ballroom Dances*

#### *Juniors to Adults*

This elimination is the same as Elimination by Sections of the Floor except that each section of the floor is designated as a country by hanging a flag on the wall near it. When the music stops the leader announces that "The Swedes are defeated (or whatever country it is)." All dancing in the Sweden section withdraw.

COLLEGE ELIMINATION.—Each section of the floor is designated as a college by hanging a college pennant on the wall near it.

### MISCELLANEOUS DANCING AIDS

#### Lucky Spot Dance

##### *Ballroom Dances*

##### *Juniors to Adults*

The leader selects five or six spots on the floor as lucky spots. When the music stops he announces one lucky spot and asks the couple dancing nearest to this spot to come to the orchestra. The dancing continues and when the music stops again, the leader designates another lucky spot and the couple nearest it comes to the front. Continue until all the spots have been named.

There are now five or six winning couples. All other dancers withdraw from the floor and the winning couples dance. The leader selects in his mind the lucky spot, turns his back to the dancers, and when the music stops, announces the spot. The couple nearest it wins the prize.

#### Poker Hands

##### *Ballroom Dances*

##### *Juniors to Adults*

This is an interesting continuation of the Matching Playing Cards method of pairing off. From a deck of playing cards, give each boy a

black card and each girl a red card. Those who hold spades find the corresponding hearts for their partners, and those who hold clubs find the corresponding diamonds. That is, a boy holding the ten of spades dances with the girl holding the ten of hearts.

When all have found their partners the couples line up and march around the room in grand-march style. As they pass a certain spot each couple is given another playing card. This continues until all have five cards. (Since each couple had two cards to begin with, they are given three more.)

The couple holding the best poker hand wins the prize, and the couples proceed to dance. This event should be unannounced—if the players know what the idea is, they may begin to exchange cards.

### Flash Light Dance

*Ballroom Dances*

*Juniors to Adults*

This dance is particularly interesting at camp and summer-resort dances where lighting effects are limited and all have flashlights. The boys all carry lighted flashlights in their right hands while dancing and the house lights are turned out. The play of the flashlights on the walls and ceiling adds an interesting touch of atmosphere.

### Follow the Leader Dance

*Ballroom Dances*

*Juniors to Adults*

All the couples form in a double file with the leader and his partner at the head. The leader dances different dance steps and movements and leads the line through various figures and patterns. All watch the leader and do just as he does.

The following may be used:

Dance into a circle.

Reverse the direction and dance around the circle.

Dance into a straight line along one side of the room; the partners stand side by side, holding both hands and "skate" across the floor.

Holding inside hands, skip in a zigzag course down the floor.

Partners face each other but do not touch each other; dance in a zigzag down the floor.

Standing in place, the boys give their partner their right hand; the girls circle around their partners.

Dance into a circle and wind and unwind the Serpentine.

Boys bow to girls, offer their arms and lead them to a seat.

### Presenting Paper Hats

*Ballroom Dances*

*Juniors to Adults*

Select three or four couples to dance. After a moment the host gives them fancy paper hats for themselves and also hats for a half

dozen other couples. They present these hats to couples whom they select and the dancing continues. Repeat until all have hats.

### Noise Makers, Confetti, Streamers

*Ballroom Dances*

*Juniors to Adults*

Often the use of noisemakers, confetti, streamers, and the like are desirable. Younger dancers enjoy them particularly. These should be presented to the dancers in the same way that the paper hats are presented, as described in Presenting Paper Hats.

### Dancing Championship

*Ballroom Dances*

*Juniors to Adults*

Appoint a committee of three judges well informed on the technique of social dancing. They should be preferably from outside the group. When the music starts they observe the dancers to pick the best dancing couple.

The judges eliminate all those who in their estimation are not in the running. The elimination continues until there are but three or four couples remaining on the floor. From these the judges pick the winners.

While the rhythm may be of any type, dancing championships are frequently determined on the dancer's ability to waltz.

### Changing Rhythm Dance

*Ballroom Dances*

*Juniors to Adults*

In the course of this dance the orchestra changes rhythm constantly, altering the tempo and shifting from waltzes to foxtrots. The contest centers around the ability of the dancers to adjust to the changing rhythm.

A committee of three judges watches the dancers and eliminates the poorer ones until three or four couples remain on the floor. From these they pick the winning couple.

## CHAPTER IV

### *PARTY GAMES AND CONTESTS*

**F**EARING that their party activities may be stigmatized as ancient and threadworn, many hosts and leaders of social recreation plan with the assumption that the old must be avoided at any cost and the new constantly sought. There is no more admirable tendency in recreational leadership than the seeking of the new and the drive toward originality, but curiously enough, many of the old activities continue to carry a greater appeal than the innovations.

The mere fact that a game is old should not throw it into the discard. The fact that it has withstood the test of time is in its favor, and is proof that it has play value. Furthermore, it makes little difference whether or not the game is historically old if it is new to the group. Each new generation finds the age-old games fresh and intriguing, and the older folk enjoy a return to the play of childhood days.

One has but to try the favorite party games of years gone by with a group of modern youth who carry the label of sophistication, to find proof sufficient that they will be played by present-day youth with all the zest of yesterday. In fact the revival of these games provides activities that in many groups appeal as innovations.

In the pages of this chapter are games that are new, and many more that are old, very old. And the old are presented without apologies, for no book of social play would be complete without them. The leader who avoids them is closing his eyes to many activities of primary value. The place where originality and creativeness plays a part in handling these old activities is in the way in which the activity is presented.

In a sense the chapter title, "Party Games and Contests," is misleading—most of the chapters of this book contain games and contests usable and designed for parties. However, this chapter contains those activities of the party type which cannot be classified under special headings. They are the type of games traditionally used at parties where social dancing is not desired.

#### **Describing the Party**

##### *Parties*

##### *Intermediates to Adults*

The host or hostess prepares beforehand a description of the party, leaving all the adjectives out and placing dashes in their place. Dur-

ing the party he or she asks each guest for an adjective of an uncomplimentary nature, not telling the purpose for which they are to be used. She writes these in the blank spaces in her description. Such words as *ugly*, *sour*, *outlandish*, *boring*, and *catty* may be given.

She then tells the guests she will read a description of the party in the words the guests have used. For example, the description at Mrs. Phillips' dinner party might start as follows:

"An *ugly* crowd of *sour* guests were gathered at the *outlandish* home of the *boring* Mrs. Phillips. A more *catty* crowd could not be imagined. The *snippy* Mrs. Phillips received the *repellent* guests in a *messy* dress. The *outrageous* dinner was so *disgusting* that the *hideous* Mr. Barrett . . ." and so on.

BLANKETY-BLANK.—For a really ludicrous story, take any short story and read it to the group, leaving out all the adjectives and some of the nouns and verbs. Whenever the reader hesitates, indicating that a word is wanted, the group supplies the missing word. The resulting story will stop the party.<sup>1</sup>

## Murder

### Parties

### Intermediates to Adults

The host takes one player aside and tells her that she is to be murdered—stabbed in the back—in the course of the evening. She is coached to scream and fall when stabbed. The host also takes another player aside and coaches him or her to do the stabbing. The one to be murdered does not know who is to do the stabbing. When the host is ready for the event, the lights are unexpectedly extinguished, a woman screams, confusion results, and after a pause long enough to allow the villain to get away from the spot, the lights are turned on.

The host immediately assembles the group, orders an investigation and insists that no one leave the room. He asks one of the group—a distinguished and clever person—to act as the prosecuting attorney. He is not appointed until after the murder. The prosecutor's task is to discover the murderer. He quizzes each person and everyone must answer truthfully. Gradually as the questioning goes on the net closes on one or two and finally the guilt of the murderer is established.

This event has been tremendously popular recently; with a good prosecutor it has limitless possibilities for entertainment. A lawyer is not necessary for the prosecutor, in fact, is not always desirable, in that lawyers are often too concerned with legal and uninteresting technicalities.

No one in the group should know that this game is to be played until the murder is committed, except, of course, the murderer and

<sup>1</sup> For a collection of stories with blank spaces, prepared for this game, see R. H. Pack, *Blankety-Blank*. New York: Minton Balch and Company, 1931.



his victim. The victim does not know when the event is to start until the lights go out.

VARIATION.—A sufficient number of ordinary playing cards are passed around so that each person present may draw one. In this group of cards, make certain that there are included an *ace* of spades and the *joker*.

The person drawing the ace of spades is to be the prosecuting attorney and the one drawing the joker is to be the murderer. After the drawing is completed the prosecuting attorney must make himself known and take his station beside the electric-light switch. The lights are turned out by the prosecutor and the players mill about the room until the murderer finds his victim, using discretion, of course, as he strikes him over the head or strangles him. The victim screams and falls to the floor. The prosecutor counts ten, giving the murderer a chance to escape and an opportunity for others in the room to move about, before he turns on the lights.

As different ones are called and recalled to the witness stand to be cross-questioned, all except the murderer must truthfully answer all questions. The murderer may lie in answer to any and all questions except this one: "Are You the Murderer?" The prosecutor tries to detect the murderer by cross-examination, and may ask the question "Are You the Murderer?" only three times in the course of the entire game. If by that time he has not found the criminal another attorney is appointed.

VARIATION.—Instead of having one of the group murdered, have one of the guests rush in and say that he just discovered the murdered body of a person well known to all present. The body was in the back yard. On the way in, one of the group was seen in the kitchen, panting and nervous. . . . The prosecutor builds up a web of circumstantial evidence against someone.

## Adverbs

### *Party, Home*

### *Intermediates to Adults*

This is always a great fun-maker. One player thinks of an adverb and when he says that he is ready the group asks him to do certain things in the manner that the adverb implies.

For example, the player chooses "Furiously." The players, whose task it is to discover the adverb, take turns in asking him to do something which will indicate the nature of the adverb. One tells him to "Walk around the room in the manner of the adverb." He proceeds to walk furiously. The next asks him to "Shake hands with Mr. Black after the manner of the adverb." He shakes hands furiously. Another asks him to dance with the hefty Mrs. McGraw. He dances very furiously.

Finally the word will be guessed and the player who first names it becomes "it" and thinks of the next adverb.

### Polite Conversation

#### *Parties*

#### *Intermediates to Adults*

Belle was taken into one side room and George into another, and each was given a subject unknown to the other. It so happened that Belle was assigned, "The latticework around Mrs. Bloomfield's rubbish pile" and George was given, "The League of Nations."

The two were then brought into the room to engage in a polite conversation with each other in which each was to endeavor to mention the assigned subject in such a way that the other would not suspect it as the subject. Such a task calls for clever wording in conversing politely and getting around to the subject in such a way as not to arouse the other's suspicions. When one thinks he discovered the other's subject, he says, "That is your subject." If he is wrong, he loses.

Between Belle and George, this is what went on:

George: How do you do?

Belle: How do you do? Hasn't this been a pleasant evening? Dot's parties are always that way. She just seems to have what it takes. But I can't say that I can rave about this business of standing up here before everyone and making myself conspicuous, can you?

George: You don't say! I wouldn't call this being conspicuous exactly. It's just a chance to contribute our bit for the enjoyment of all, and the success of the occasion.

Belle: Really, now. Isn't that considerate of you, you're always so big hearted and ready to do your social duty. That's why you're so popular and always included. For my part, I would be more at home just conversing casually with a few of my friends.

George: Nevertheless, every gathering, social or otherwise, must have some organization, and the gifted ones must be called upon to carry on the program. Take the congress of the United States, for example . . .

Belle: Aren't you flattering! So we're the gifted ones of this momentous occasion! Well, just the same, I still feel conspicuous, and I hate conspicuous things. Like the silver paint on Fritz's sport roadster, or the ugly picket fence around the Mount Sterling Cemetery. I suppose whoever conceived that was just performing his social duty? Or the latticework Mrs. Bloomfield has erected to cover up her rubbish pile. The rubbish would be an ornament compared to that. I feel just like Marge must feel in that purple dress over there.

George: Now, that's just like you—wandering off on to all kinds of unrelated metaphors. The point is, my dear Belle, that there must

be a central figure in every gathering—the speaker in the House of Representatives, or the President in the League of Nations. How could any of these organizations operate if everyone just sat around as you wish to do and casually conversed with their friends?

Belle: That's your subject—the *League of Nations*. And you didn't name mine—mine was *the latticework around Mrs. Bloomfield's rubbish pile*.

### Predicaments and Remedies

#### Parties

#### Intermediates to Adults

This interesting game is always popular with young and old. Divide the group into two teams and seat them on opposite sides of the room. One team presents the predicaments and the other the remedies. On the predicament side, each player whispers to the one on his left a predicament; on the remedy side, each whispers a remedy to the one on his left. Thus no player is the author of his own predicament or remedy, nor does anyone know whether the remedy will fit or not.

The first player states his predicament and the opposite player on the remedy side answers with his remedy.

Examples recorded at a recent party are:

*Predicament:* What would you do if your dog was sick? *Remedy:* Throw a bucket of water on it.

*Predicament:* What would you do if the steak was tough? *Remedy:* Shoot him on sight.

*Predicament:* What would you do if the mule balked? *Remedy:* Clean out his carburetor.

*Predicament:* If your car killed a man, what would you do with the body? *Remedy:* Send it to the dry cleaners.

### Teakettle

#### Parties

#### Juniors to Adults

Dick, who has been put out of the room, is expected to return and guess what the word *teakettle* means. He comes in and is greeted with this kind of a jargon:

"*Teakettle*," I said to Jim, "I can't *teakettle* well."

"I thought you *teakettled*?"

"I can *teakettle*, but Betty *teakettles teakettle* beautifully."

"If I could *teakettle* like Betty does, I would be *teakettle* proud."

"I told Phil I would *teakettle* it if he would *teakettle* the grass, *teakettle* we agreed to both *teakettle*."

"It saves *teakettle* much when you *teakettle* yourself."

"I should say *teakettle*."

If you haven't guessed, *teakettle* stands for *so, sew and sow*.

## Art Consequences

*Parties*

*Juniors to Adults*

Papers and pencils are given to all. Each draws the head of a man, woman, or child. It is no drawback to the game if one can't draw—in fact it helps. The head drawn, the papers are folded down so that the head is covered, and the neck only shows. Each paper is then passed on to the next who draws the shoulders, folds the paper, and passes it. So the others follow, adding the waist, hips, legs, and feet.

All of which is of course preliminary to opening the completed drawings and passing them around.

## Compliments and Slams

*Parties*

*Intermediates to Adults*

Phil is asked to leave the room and while he is out, the group decides on some object in the room. Phil then comes back in and goes up to Jane and says, "Why is the object like me?" Jane grasps the opportunity to tell Phil her opinion of him and says, "It isn't half as bright as a normal one."

Betty, however, thinks differently of Phil and when asked she says, "It's the brightest spot in the party." When Dan gets his chance he says, "It's always being put out of the house." Likewise, Dick remarks, "It goes out late every night in the week."

This gives it away and Phil figures out that they are talking about the electric light. Since it was Dick that made the remark that enabled Phil to guess, he is the next victim of the slams and compliments, and leaves the room.

## What Would You Do?

*Party, Club*

*Juniors to Adults*

Prepare slips of paper and number them in pairs, two slips marked 1, two slips marked 2, and so forth. On one of these slips is written "What would you do if" and on the other "I would." Pass out the slips *one to each guest*. Those having slips saying "What would you do if" complete the sentence by describing a situation. Those whose slips read "I would" tell what they would do in some situation of which they may happen to think.

The leader then asks the person holding the slip numbered 1 saying "What would you do if" to read the question and the other person holding the slip numbered 1 to read the answer. Since the two people have worked independently the question and answer are in no respect related.

For example, the question might be, "What would you do if your Aunt Matilda got seasick?" and the answer, "I'd teach the pup to have better manners."

✓ **WHY AND BECAUSE.**—The idea in this game is the same as the above except that one set of slips reads “Why” and the other set “Because.”

### Scouting for Words

*Party, Club, Schoolroom, Summer Camp*

*Juniors to Adults*

To say that this is an excellent contest is to put it mildly. It is one of the most completely fascinating events within the pages of this book, and is called for repeatedly by all ages from children to gray-haired adults. It is of such merit as an educational event or teaching device that it may seem that it should be classified under mental play and teaching games and contests, but the pleasure it brings is so great that it is described here as recreational play.

A set of alphabet cards is needed. Recreational leaders should possess a set of these cards not only for this event but for the many other games and contests in which they are used. Excellent ones are on the market at very low cost,<sup>2</sup> or homemade ones may be quickly made. In making them, use cards four by six inches in size. On each card print or paint a large capital letter, heavy enough so that it can be read at a considerable distance. The card should be thick enough so that it can be thrown easily. There should be two of each letter except x, y, and z, and one each of these.

Seat the players in a compact group. The leader stands in front holding the alphabet cards. Let us suppose he chooses to deal with automobiles. He flashes a letter and the player who first calls the name of an automobile beginning with that letter gets the card—the leader throws it to him. When the contest is over, the player with the most cards wins. The contest is a free-for-all affair, and all try to think of the automobile and call it first.

It is well to tell a loosely constructed narrative and flash the cards for words in the story. For example, the leader might tell of a hike down the road and flash cards for the names of the automobiles that passed. Then he might take the hikers through the woods and flash cards for the names of birds, trees, and flowers. Later he might take the hiking party into the restaurant and flash cards for the odors smelled, the food on the menu, and the utensils on the table.

Stories of surgical operations with the players calling the parts of the body which the surgeon removed are particularly popular. Biblical characters and characters of American history are also much enjoyed.

The possibilities of the contest in respect to subject matter are tre-

<sup>2</sup> Alphabet cards may be obtained from the Church Recreation Service, Delaware, Ohio. Each set contains two complete alphabets, each alphabet on differently colored cards.

inendous. The following list indicates the types of stories which may be used:

*Shopping Trip.* Things bought from the drug store, dry-goods store, grocery store, hardware store, clothing store, photographic store, garage, butcher shop, tobacco store, etc.

*Nature Hike.* Names of birds, trees, animals, fish, insects, flowers, etc.

*Hike Along the Highway.* Animals seen in the fields, vegetables in the gardens, automobiles passed, trucks passed, popular billboard advertising phrases.

*An Airplane Trip.* Names of rivers flown over, mountains, countries, states, cities, capitals, lakes, capes, bays, islands.

*At the Concert.* Names of musical instruments in the orchestra, songs, composers, notes, etc.

*At the Library.* Names of authors, poets, novels, essays, poems.

*At the Newsstand.* Names of magazines, newspapers.

*In the Art Gallery.* Portraits of celebrated men of history, warriors, statesmen, presidents, kings, names of famous paintings, artists.

*At the Lecture.* Names of parts of speech: verbs, adjectives, adverbs, nouns, conjunctions, etc.

*In the Operating Room.* Names of parts of body removed, drugs, diseases, etc.

*In the Garage.* Names of tools, parts of an automobile, parts of a bicycle, names of makes of oil, gasoline, etc.

*At the Restaurant.* Odors, things to eat, drinks, desserts, table settings, etc.

*At Sunday School.* Characters in the Bible, books of the Bible, hymns.

*Looking Through the Magazine.* Names of advertisements, popular advertising phrases, etc.

*In the Theatre.* Names of famous actors, vaudeville stars, movie stars.

*Listening to the Radio.* Names of radio favorites, advertisers, announcers, programs, etc.

*At the Political Convention.* Names of present-day senators, politicians, governors, etc.

*Around the House.* Things found in the bedroom, kitchen, basement, bathroom, attic, etc.

*At the Party.* Names of girls, boys, articles of dress, jazz hits, refreshments.

## Auditory Scouting for Words

*Party, Club, Home, Schoolroom*

*Juniors to Adults*

Instead of using alphabet cards as in Scouting for Words the letters are called by the leader. Seat the group in a compact group and divide into two teams by indicating a division line.

The leader might say that he went in the hardware store and the first thing he saw was a H——. The player calling an article handled by hardware stores beginning with H, such as "hammer," "hook," or "hose," scores one point for his team.

Well-known articles having more than one word in the name may be indicated by calling both letters. For example, in the grocery store, the leader might call "C F" for "corn flakes."

### Stage and Movie Celebrities

#### *Party, Club*

#### *Juniors to Adults*

Secure a large number of pictures of stage, moving-picture, and concert performers, the pictures to be eight by ten inches in size or larger. Seat the players in a compact group, and hold up the pictures one after another. The players call the name of the person in the picture as quickly as they recognize it, and the person naming it correctly first scores one point. The player scoring the most points wins.

**VARIATION.**—Number the pictures and have the players write down the names of the actors and actresses as the cards are held up.

### Musical Clue

#### *Parties*

#### *Juniors to Adults*

Ethel is sent from the room and the group decides on something for her to do. For example, she is to go to the desk in the corner, open the lower right-hand drawer, take out the pen wiper, secure a newspaper from the table, spread it on the floor before Judge Jitters, kneel on it and polish his shoes with the pen wiper.

A pianist takes his place at the piano and Ethel is recalled. The music plays softly when she is far from doing the right thing and more loudly the nearer she gets. With an alert pianist, she will probably secure the pen wiper and newspaper, but may have difficulty in getting on her knees before the Judge. Any way, the group will be enjoying the process.

### The Dagger

#### *Parties*

#### *Juniors to Adults*

This game is excellent if the group is not too large. Its peculiar appeal rests in the repetition of the words, and in the melodramatic "business" which invariably goes on as the lines are said with mock seriousness.

Prepare a cardboard dagger, and seat the players in a circle. The first player hands the dagger to the second, and the following conversation ensues with hushed and dramatic voices:

Number 1 to Number 2: Take this!  
Number 2 to Number 1: What is it?  
Number 1 to Number 2: A dagger!  
Number 2 to Number 3: Take this!  
Number 3 to Number 2: What is it?  
Number 2 to Number 1: What is it?

Number 1 to Number 2: A dagger!  
 Number 2 to Number 3: A dagger!  
 Number 3 to Number 4: Take this!

The play thus continues around the circle until all have been included. Each time the question is referred back to the first player.

Then in the same way the following conversation goes around:

Did you buy it? (Shakes head)

Did you steal it? (Nods head)

Did you use it? (Holds hand over his heart and groans)

Did he die? (Weeps)

What will happen if you get caught? (Makes motion to cut the throat and a loud gurgling noise).

## Cat and Dog

*Parties*

*Juniors to Adults*

The players are seated in a circle. Number 1 holds two small objects such as a knife and fork, or a pencil and clothespin. Number 1 passes the knife to Number 2, saying "I found the dog." Number 2 says "The what?" and Number 1 answers "The dog." Number 2 then hands the knife to Number 3 and the following conversation ensues:

Two to three: "I found the dog."

Three to two: "The what?"

Two to one: "The what?"

One to two: "The dog."

Two to three: "The dog."

Three to four: "I found the dog."

The knife is thus passed around the circle and the question in each case is referred back around the circle to Number 1.

At the same time that Number 1 sends the knife around the circle to the right, he starts the fork around the circle to the left, saying "I found the cat."

The fun, as well as the confusion, starts when the dog and cat meet and the players have to pass questions and answers in both directions. Continue until both cat and dog reach Number 1 again.

## Shoe Scramble

*Party, Club, Picnic*

*Juniors to Adults*

We played this game when we were boys and we still play it in tuxedoed parties of adults. It is a question when we enjoyed it the most, or when it was played the more roughly.

The men all remove their shoes and place them in the center of the room, then withdraw and face the walls. The shoes are mixed up



and arranged in a pile. At the signal all run for the pile, try to find their shoes, put them on, lace them up, and run back to the wall. The first to finish is the winner.

Yes, it is fair to throw unwanted shoes under the davenport or up the staircase, or to slip a box of safety matches in the toe, or to pull out the shoe strings.

Certainly the women get their chance to play, but in a game of their own after the men are through.

### Thieves

#### *Parties*

#### *Intermediates to Adults*

Paper and pencils to all as they are seated in the circle. Each writes down the name of any object he chooses. The papers are folded and passed around the circle.

When the leader says the word, each keeps the paper he holds. The leader turns to his right-hand neighbor and asks a question which the neighbor must answer by using the word on his paper. The neighbor then asks his right-hand neighbor a question which must be answered by the word he holds.

Something like this might be said:

*Question:* I hear thieves broke into your house last night. What did they break in with?

*Answer:* A pea shooter.

*Question:* Where was everybody in the house?

*Answer:* Using the snuff box.

*Question:* What did they find in the house?

*Answer:* A baby bottle.

*Question:* What did they do with the baby bottle?

*Answer:* Ate salad dressing from it.

### Do This and Add Something

#### *Party, Club*

#### *Juniors to Adults*

All are seated in a circle. One stands in the center, points to a guest and makes a motion or says something. The person pointed to stands, repeats the motion, and adds another. The third then repeats the two motions and adds a third. So it goes around the circle.

The first guest shakes his fist under the second's nose. The second shakes his fist and sticks his tongue out. The third shakes his fist, sticks his tongue out, and hisses. The fourth shakes his fist, sticks his tongue out, hisses, and tweaks his neighbor's nose. The fifth shakes his fist, sticks his tongue out, hisses, tweaks his neighbor's nose, and yaps and howls like a hurt dog, and so on.

If anyone makes a mistake or forgets the sequence, he is out of the game.

## Scavenger Hunt

### *Party, Club*

### *Intermediates to Adults*

The guests at the party had all departed for parts unknown throughout the city and countryside. Leta, who dislikes all things horsy, was going from one farmer's barnyard to another with a flashlight looking for a white horse in order that she could extract a few strands of hair from the animal's tail, hoping the while that the creature would be peaceful when the scissors were applied. Phil, who never yet had been called a stage door Johnny, stood at the rear door of the Majestic, patiently waiting for the show to end so that he could secure the picture of the chorus girl who stood second from the left in the front row.

Barbara was in more trouble than the rest—she was rummaging around the country home of the very proper Mr. McFarson, looking for that gentleman's tooth brush, when who should walk in but McFarson himself!

All was explained, however, when it became known that a scavenger hunt was on. Each guest had drawn from a hat a list naming ten articles which were to be gathered in the course of the evening, with instructions that in order to be in the running for the prize, all must be back with the articles by ten o'clock. No two lists were alike. To make matters worse, they had been told that nothing could be purchased, but all must be located by way of the scavenger route. Two guests (boy and girl) were allowed to work together, but no more.

Everybody returned on time and with a reasonable number of the specified articles, except Sam, who fell down on several counts—he had been to every hotel in town and just couldn't find any peppermint-flavored toothpicks, nor could he find a sound turnip, let alone a partially decayed one. Furthermore, none of the friends on whom he called had a used corn plaster lying around; the night crawlers weren't crawling that autumn night, so he couldn't capture one, and of the countless dozens of dimes he examined, not one was dated 1890.

Three of the guests returned on time with all of their articles. So these were each given another list of five articles, all three lists being the same. The one that returned first with the articles received the prize.

The following list may serve to suggest others. Remember that you will have a weird assortment of things left on your hands afterward. It is well to keep this in mind in preparing the list.

A dill pickle

A calling card—not your own

A horseshoe  
A corncob  
A used street car ticket  
A head of cabbage  
A stone weighing more than a half pound and less than a pound  
A carrot at least five inches long  
A live frog  
A used garter  
A theater ticket stub  
A bathing suit with a hole in it  
A used wick from an oil lamp  
A brown derby  
Some bird seed  
A picture of Greta Garbo  
A dog biscuit  
A white chicken feather  
A pair of blue overalls  
A yard of lavender baby ribbon  
A banana skin  
A left baby slipper  
A twig of evergreen  
A hard boiled egg  
A barrel stave  
Day before yesterday's newspaper  
A monocle  
An armful of hay  
A pair of tin snips  
A live animal other than a dog  
An angleworm  
A china egg  
A broken mirror  
Eleven mothballs  
A cube of pine incense  
An orange between six and seven inches in circumference

**VARIATION.**—Use lists containing the names of wearing apparel only, each list stating five women's garments and five men's garments. When each couple secures the articles, they put them on and return.

### **Co-authorship**

#### *Parties*

#### *Intermediates to Adults*

We are going to write a discourse on the present administration in Washington; or, if the group doesn't like that, on any subject that suits them. The first guest writes down one sentence expressing his opinion, folds the paper down to cover the writing, and gives it to his neighbor, who makes his contribution. So the paper goes the rounds

of all the "authors." All of which leads up to the main object of the game—the reading of the essay.

## Yacht

*Party, Home*

*Juniors to Adults*

Yacht is a dice game which is particularly enjoyed by those who know it. It is excellent for a small group gathered around a table.

Five dice are used and each player rolls them three times each turn, endeavoring to roll one of the combinations listed on the score sheet which is prepared as in the illustration.

	Betty	Bob	Sue	Joe	Jane
One's	2	2			
Two's	6	8			
Three's	3	9			
Four's	8	4			
Five's	15	15			
Six's	6	12			
4 of a Kind	0	0			
Full House	17	21			
Little Straight	30	30			
Big Straight	30	30			
Choice	19	20			
Yacht	0	0			
TOTAL	136	151			

One's—Count the one's thrown in the three trials.

Two's to six's—Same as for one's.

Four of a kind—Add the spots of the four's plus the other one.

Full house—Three of one kind, two of another—count the total points.

Little straight—1, 2, 3, 4, 5—30 points.

Big straight—2, 3, 4, 5, 6—30 points.

Choice—Total spots of all five dice.

Yacht—Five of a kind—50 points.

The first player throws the dice once and then decides which of the combinations on the score card he will play for in that turn. He does not roll for the combinations in the order listed on the score card, but rather rolls the dice and counts them for any one of the combinations that seems most advantageous. If on the first throw, a pair of four's appeared, the player could either throw all five dice for his second throw, or could let the two four's lay and roll the other three dice in an effort to secure more four's. If another four appeared, the three four's could be left and the other two dice thrown on the third throw.

In the illustration, Betty threw two one's and scored two points on one turn. On another turn, she threw three five's and scored fifteen points.

Once a player has scored one of the combinations, he cannot play for that combination again, but must play for one of the others. Since there are thirteen combinations, each player has thirteen turns each of three rolls.

As the game progresses there will of course be fewer and fewer combinations left to make, and it frequently happens near the end of a game that a player will throw dice that he cannot use in any remaining combination. In this case, he must scratch one of the remaining combinations as per his choice and score zero in it. Most players in this situation scratch Yacht since it is the most difficult to make, although if one is behind and will doubtless be defeated anyway, he may scratch one of the others which score less and gamble on the possibility of throwing Yacht.

"Choice" consists of the total of any five dice rolled at any time. If a player rolls high dice that would total to a high score, he may count them for "choice" rather than one of the specific combinations.

### **Last Will and Testament**

#### *Parties*

#### *Intermediates to Adults*

The guests collaborate in preparing a number of last wills and testaments, following the routine used in the game of Consequences. First, papers and pencils for all, with instructions to write at the top of each paper "The Last Will and Testament of." Each then writes the name of the girl who is making the will. All then fold the top of their paper down, covering up the writing and hand it to the next player to the right. Each then adds the name of a boy who, jointly with the girl, is making the will; the papers are folded again and passed on. Several players in turn then add items to be willed, folding the paper each time and handing it on. Then the next player adds the person's name to whom the articles are to be willed.

The papers are then passed around the circle until the leader gives the signal and each player then reads the will he holds.

## Who Are You?

*Parties*

*Intermediates to Adults*

This game may get rough, but it's fun nevertheless. First, papers and pencils for all. Then on the back of each player, pin a slip of paper containing the name of some celebrity. The idea is to read and write down the names on the backs of everyone else and not allow the others to read your own.

One guest plasters his back up against the wall and defies all comers to dislodge him. Another lies flat on his back on the floor and tries to get a glimpse of the other's names. Still another fortifies himself with back wedged firmly in the upholstered chair and sticks menacing feet out at his combined attackers. So the scramble goes on until time is called and the lists on the cards compared.

## Hot Potato

*(Handkerchief Circle Ball)*

*Party, Club*

*Juniors to Adults*

This is a fast and furious game which can be played as strenuously as one desires without damage to rugs and furniture.

Seat the players in a circle, facing in. Keep the circle of chairs compact. If there are more than twenty-five, start two games. Select one to serve as "it," and place him in the center of the circle. The players toss a handkerchief from one to another, across and around the circle. "It" attempts to touch the handkerchief and if he succeeds, the player who touched it last becomes "it."

Keep urging the players to get rid of the handkerchief quickly and keep it flying. This game will "stop the party."

## Sardines

*Parties*

*Intermediates to Adults.*

Perhaps it is the memory of the hide-and-seek days of childhood that makes this game so popular among adults.

The whole house is available. Select a bandit by drawing lots or using a childhood counting-off rhyme. The bandit leaves the room and hides while another game is being played. Then all set out in search. Upon finding the bandit, instead of making the discovery known, the finder goes into cahoots with the bandit and crawls into his hiding place with him.

The last person to find the assortment of legs protruding from under the bed or other hiding place is the winner of the booby prize.

### Jack's Alive

*Party, Club, Campfire*

*Juniors to Adults*

This delightful little game is always popular either in the home or sitting around the campfire. A thin splinter of wood is needed, six or eight inches long. The players are seated in a circle. The leader, standing in the circle, lights the splinter, says "Jack's alive" and hands it to a player in the circle. The player says "Jack's alive" and hands it to the next player. Thus the stick is passed around and around the circle. When the fire goes out, Jack is dead, and the object is to pass the stick on while it is still burning and not let it die on one's hands. As long as there is a glow on the stick, Jack still lives, and as the spark grows fainter the passing becomes frantic.

When at last the spark goes out the person who held it at the moment is considered responsible and is given a black mark on his or her face with the charred end of the stick. For a more efficient marker, the leader may carry in his pocket a pencil on the end of which a charred cork is stuck. A goatee or mustache or similar decoration made by the cork adds to the merriment.

Jack is now lighted and started around again. When a player gets two marks on his face he must pay a forfeit. (See Chapter XI, "Forfeits for Social Gatherings.")

### Whistle, Whistle

*Party, Club*

*Juniors to Adults*

Blindfold one player and stand him in the center while all the others form a ring about him. One with a whistle sneaks up behind the blinded one and toots the whistle. The blinded one lunges toward the sound, but the blower by now is tooting from the other side of the ring. So it goes with the blinded one clutching the air and grabbing innocent members of the circle, until at last he closes his arms on the blower. He then runs his hands over him and attempts to announce his name. If wrong, he still stays in the circle; if right, he escapes further punishment and another is selected to put on the blindfold.

### Eye-Witness

*Party, Club*

*Intermediates to Adults*

Eye-Witness is described in Chapter XXII, "Sense-Training Games and Contests," but it is excellent social play for parties. Have two or three guests enter the room, stage a scene, and commit a crime of some sort. A cardboard knife and a pop-gun may be used, a purse snatched, and a chair or two upset in the mix-up. A few remarks should be made and plenty of screaming.

After it is over, each guest is placed on the witness stand and asked to tell what happened. Curiously enough, the reports are conflicting

and no one is able to tell accurately just what took place. All of the descriptions pieced together may not tell the accurate story. After all, can the eye-witness of the crime as he testifies in court be depended upon to describe exactly what happened?

## Shouting Proverbs

### *Parties*

### *Intermediates to Adults*

Divide the players into two or more groups of ten or twelve players each. Each group selects a well-known proverb and assigns one word of the proverb to each player.

The first group, at the signal, shouts its proverb, each player shouting his word at the same time. The other groups try to guess the proverb. The shouting is repeated on request until it is guessed. Then the second group shouts.

*For a collection of one hundred proverbs, see Split Proverbs (page 30).*

SINGING PROVERBS.—Just like the above except that the proverb is sung to some familiar tune. Each player sings his one word over and over while all the other players are singing theirs.

## Chinese Superiority

### *Party, Home, Club*

### *Juniors to Adults*

This game requires quick thinking and is always popular. The leader makes the following speech: "The fox is the sacred animal of China. There is only one thing superior to the fox and that is the gun, because the gun can kill the fox. There is only thing superior to the gun and that is man because man can shoot the gun. There is only one thing superior to man and that is the fox, because the fox is the sacred animal."

The superiority of the various objects must be carefully memorized—fox, gun, man, fox. The sign of the fox is holding one's thumbs in one's ears and spreading the fingers; the sign of the gun is holding the arms up in the position of shooting. The sign of the man is standing with one's hands on one's knees.

The players are seated in a circle with "it" in the center. "It" steps in front of a player and gives the sign of one of the objects (fox, gun, man) and begins counting to ten. Before he finishes counting the player must give the sign of the immediately superior object. Thus if "it" gives the sign of the gun and the player gives the sign of the fox, he loses and becomes "it," because the man and not the fox is the immediate superior of the gun. If, however, he gives the correct sign, he wins and "it" must try again.



### Fox, Gun, Hunter

*Party, Home, Club*

*Juniors to Adults*

This is on the order of Chinese Superiority (page 69), but is played on a team basis and the winning determined by chance. The group is divided into two teams. Each team may consist of from one to twelve players. The leader explains as follows: "There is only one thing superior to the fox and that is the gun, because the gun can kill the fox. There is only one thing superior to the gun and that is the hunter because the hunter can shoot the gun. There is only one thing superior to the hunter and that is the fox because unarmed the man cannot catch the fox." Thus the order of superiority: fox, gun, hunter, fox.

Each group selects a captain and determines which of the three it will represent—fox, gun, or hunter—and how it will represent it. At the signal, both teams simultaneously represent in any way they choose the object they selected. The one wins which represented the superior object. Thus if one team represented the fox and the other the gun, the one representing the gun wins. Of course if both teams represent the same object, neither scores. Each team then gathers around its captain and quickly determines the object it will represent next. The team scoring six points first wins.

### Rock, Scissors, Paper

*Party, Home, Informal Play*

*Juniors to Adults*

This game may be played as a party game with the players seated in a circle or as informal play between two players.

Explain to the group that the *rock* is superior to *scissors* because rock will break scissors; *scissors* are superior to *paper* because scissors will cut paper; *paper* is superior to *rock* because paper will wrap and conceal rock.

The sign for rock is the closed fist; for scissors, two fingers held out; for paper, the hand spread out.

Select one player to serve as "it." He approaches a player and both of them hold their right hands out with clinched fists. They bring the fist down three times and on the third time give the sign of rock, scissors, or paper. If "it" gives the superior sign he exchanges places with the player; if the player gives the superior sign, "it" must try some one else. If both give the same sign they must try it over again.

This is a great favorite of children for informal play. They add the rule, however, that the winner of each attempt has the privilege of slapping the other on the wrist by holding him by the hand with one hand and slapping him on the wrist with two fingers of the other hand.

### Spin the Platter

*Party, Club*

*Juniors to Adults*

The players sit in a circle, each having a number. "It" stands in the center with a kettle cover or some similarly shaped object. "It" spins the platter on the floor and calls a number. The holder of this number jumps forward and attempts to grab the platter before it falls to its side on the floor. If he succeeds he returns to his seat; if he fails he becomes "it."

This is an interesting game and is played with enthusiasm by all ages. The leader should be careful to spread the chairs just far enough so that the distance makes it neither too easy nor too difficult to secure the platter. "It" may spin the platter any place in the circle that he desires; he may spin it far over on the opposite side of the circle from the place where the player sits whose number he intends to call.

When boys are playing, sooner or later "it" will hit upon the strategy of blocking the player who is attempting to grab the platter. This adds a rough element which boys enjoy, but usually soon becomes so rough that the playing value of the game itself is destroyed.

ARITHMETIC SPIN THE PLATTER.—The numbering of the players should begin with twenty. If "it" wants to call twenty-four he would say " $8 \times 3$ ," or " $17 + 7$ ." The player must make the computation in time to catch the platter.

CATCH THE CANE.—Instead of using a kettle cover, use a section of a broomstick about thirty inches long. "It" sets the stick on end on the floor, as near vertical as possible, holds it with a finger placed on the top, and calls a number, quickly removing his finger. The stick must be caught before falling to the floor.

### Advertising Phrases

*Party, Club*

*Juniors to Adults*

By looking over the advertisements in magazines, compile a list of well-known advertising phrases and trade slogans. Seat the players in a compact group and indicate a line through the center dividing the group into two teams. Appoint one member of each team to act as score keeper.

The leader states a trade slogan and the player who first calls out the product it advertises scores one point for his team. The team scoring the most points wins.

Such phrases as the following may be used: "It floats," "Ask the man who owns one," "They satisfy," "Treat yourself to the best," "Time to retire."

While the phrases are well known, it is more difficult than one might imagine to call the product quickly.

### Opposites

*Party, Home*

*Juniors to Adults*

The players are seated in a circle. The player chosen to start the game stands in front of a seated player and suddenly points to some part of his body and says "This is my (naming some part of the body other than that pointed to)." For example, the standing player says, "This is my nose" at the same time pointing to his eye. The seated player then says, "This is my eye" while he points to his nose.

If a seated player can correctly point to and name the "opposite" before the standing player can count to ten, he is allowed to keep his seat. Otherwise he must trade with the standing player.

It adds to the interest to allow the players to point to articles of clothing as well as parts of the body.

### Catch the Balloon

*Party, Club*

*Juniors to Adults*

The players are seated in a circle *on the floor*. Have the players number off and put the highest number in the center to act as "it." "It" holds a toy balloon. He suddenly drops the balloon and at the same instant calls a number, and the holder of that number tries to catch the balloon before it touches the floor. If he succeeds, "it" tries another number. If he fails, he becomes "it." Of course if he breaks the balloon in catching it, he loses. A few extra balloons should be blown up and handy.

### Compass Facing

*Party, Club*

*Juniors to Adults*

This is an excellent event especially if the players have been seated for a while. It serves admirably as a "stretcher" between discussions at a club meeting or similar function.

Have the players stand while the leader tells a story:

"It was a cold bitter night and the *North* wind whistled shrilly through the shutters of his *Montana* home." On hearing the word "North" all face to the north; on hearing "Montana" all face toward that state. Likewise they face toward each direction or locality as the leader continues: "Our hero, whose home was in *Cuba*, was not used to these *northwestern* blizzards. With mingled prayers for *southern* sunshine, he cursed the day he had moved to this land of *arctic* blasts. In his hand he held a letter from his former wife in *San Francisco*. Alas, they had parted last year in *Rochester* because of a quarrel over some property in *Santa Fe*. The letter told of their wayward son who had held up a bank in *Seattle* and now was bumming his way *around the world* . . ." When "Around the world" is mentioned, the players all spin around.

The leader should tell the story in a melodramatic fashion and should encourage the players to whistle when the wind blows, shiver when it is cold, shake their fists when the hero curses the cold, show distress over the divorce of the wife, and otherwise act the story.

### Our House Is Falling Down

*Parties*

*Juniors to Adults*

This is a social adaptation of games of the type of Black and White and Crows and Cranes (see *Active Games and Contests*). A large room is advantageous.

Divide the players into two groups. Each group gets together and selects a part of a house or a furnishing of a house, which is to be symbolized by the first letter of its name. The two teams line up at opposite ends of the room and then advance until within five or six feet of each other. Suppose that Team 1 selected the word "Beam." The captain would say, "Our house is falling down for want of a B." The other side then names words connected with a house which begin with B, such as bed, bedroom, bath, bedspread, basement, and so on. When "Beam" is named, the players of Team 1 run back to their wall and the players of Team 2 chase them and attempt to tag them. All who are tagged join Team 2, or if desired, a score may be kept of those tagged.

Repeat with Team 2 giving the letter.

### Fumble

*Parties*

*Juniors to Adults*

The players are seated in a closed circle, facing out, with an extra player, the broadcaster, outside the circle. There are just enough chairs for the seated players. The Broadcaster gives each player the name of some object, person, or movement connected with a football game.

The Broadcaster starts walking around the circle in front of the players, broadcasting the football game as he goes in typical radio style, becoming much excited over the tenseness of the game. Whenever a player hears his object or movement mentioned he jumps up and follows around the circle behind the Broadcaster. When the word "Fumble" is mentioned, all dash for a seat, and the player left without a seat becomes the Broadcaster for the next game. Change the game to baseball or basketball next time.

The leader should prepare a list of the football terms on a card beforehand for the Broadcaster so that there will be no delay in naming the players and in telling the story. The following are suggested:

Coach	Head linesman	Ball
Referee	Band	Goal posts
Umpire	Drum major	Goal line

Side line	Drop kick	Off tackle
Right halfback	Place kick	Double wing back
Left halfback	Forward pass	Time out
Right end	Lateral pass	Quarter
Left end	Touchdown	Substitute
Headgear	Field goal	Quarterback
Shoulder pads	Touch back	Fullback
Referee's whistle	Safety	Twenty-yard line
Gun	Snap back	As many yard lines as needed
Kick-off	End run	<i>Fumble</i>
Punt	Line buck	

**STAGE COACH.**—Same as the above except that the story has to do with a stage coach. Each player is given the name of a part of the stage coach or an object connected with a typical stage-coach trip.

The story teller tells the story of the stage-coach trip in melodramatic style. Whenever the name assigned to a player is mentioned that player falls in behind the story teller. The cue to scramble for seats is "And then the stage coach upset."

Suggestions for names are as follows:

Wheel	Six-shooter	Bag of mail
Spoke	Road	Pay-roll bag
Axle	Ruts	Desperado
Nut	Lantern	Lariat
Seat	Blanket	Rifle
Door	Elderly gentleman	Indians
Tongue	Cane	Big chief
Whiffletree	Innocent young girl	Feathers
Horses	Maiden Lady Passen-	Bullet hole
Harness	ger	Dead man
Whip	Poodle dog	Scream
Bridle	Cowboy	<i>Upset</i>
Driver	Desert rat	
Sombrero	Suitcase	

**STAGE-COACH VARIATION.**—Players sit in circle. When the part of the stage coach assigned to a player is mentioned, that player jumps up, makes a noise like the part, spins around and sits down. Thus the wheel will squeak, the driver will "Giddy-up," the horses will whinny, the whip will crack, the six shooter will "Bang, bang," the maiden lady will "Dear me!" and so on. When a part makes no noise, the person may make an appropriate motion.

When the coach is mentioned all get up, make their noise and change seats.

**BLOW-OUT.**—Same as the above except the story has to do with an automobile trip. Players are given names of the parts of an automobile. The cue to run for seats is "Blow-out."

Suggestions for names are as follows:

Seat	Tires	Radiator
Cushion	Nut	Fly wheel
Door	Pump	Carburetor
Springs	Valve	Spark plug
Horn	Axle	Cylinder
Speedometer	Crank	Grease cup
Steering wheel	Choke	Oil can
Key	Fender	Running board
Brake	Bumper	Spare tire
Clutch	Head lights	Inner tube
Windshield	Tail light	Throttle
Wheel	Gas tank	Blow-out

**FARM CROPS.**—The players are seated as in Fumble, described above. Each is given the name of a farm crop, such as oats, alfalfa, or sugar beets. One player walks around the group calling out the names of crops, and each player falls in and walks behind him when his crop is mentioned. When the player calls "Sold," all scramble for a seat and the one left without a seat calls for the next game.

## Earth, Air, Fire, and Water

*Party, Club*

*Juniors to Adults*

This ancient game still holds its own as one of the most dependable of the social games. Seat the players in a circle with "it" standing in the center. "It" holds a knotted handkerchief or rolled newspaper. He tosses the handkerchief on someone's lap and says "Earth"; before he can count ten the player must call the name of some animal which runs on the earth. If "it" had called "Air" the player would have had to name a bird that flies in the air; "Water," a fish that swims in the water. When "Fire" is called, the player must make no sound.

If the player names the creature successfully, "it" tries someone else. If the player fails he exchanges places with "it." The player who is the first to fail three times must pay a forfeit; thereafter all previous failures are forgotten and all start with a clean slate. (See Chapter XI, "Forfeits for Social Gatherings.")

Since clever players rely on "cat," "catbird," and "catfish" to keep them out of difficulty, it is well to rule these three creatures out.

This game may be played on a team basis by arranging the two teams in lines facing each other. The captain of one team tosses a handkerchief to a player on the other team, and if this player cannot answer he may toss it to a teammate, but the answer must be made within the count of ten. A team scores one point each time a successful answer is made. Twenty points constitute the game.

### What Is My Thought Like?

*Parties*

*Juniors to Adults*

The players are seated. The leader states that he is thinking about something but will not say what until later. He says to each player "What is my thought like?" The first player might say "A bluejay," the second "A patrolman," the third "Rip Van Winkle" and so on. As each answer is given the leader jots it down. When all have answered, he goes to the first and says "My thought is about my necktie. Why is my necktie like a bluejay?" The player must think quickly, and might answer "It's pretty loud." He then asks the next player why his necktie is like a patrolman, and the player might answer "Always getting on somebody's neck." The third player, comparing the necktie to Rip Van Winkle, might say "It's awfully ancient."

The interest in this event centers around the humor of the answers and in any group, many clever remarks will result.

### Suggestive Numbers

*Parties*

*Intermediates to Adults*

The group is in a circle and the leader stands in the center. He points to one and calls a number and immediately that person must answer with the event or situation which first comes to his mind. For example, the leader calls "Three" and the answer comes "It's a crowd." "1776"—"Declaration of Independence." "Seven"—"Come eleven." "Eighty"—"Awfully old." "Ten"—"Nights in a barroom."

Play fast for a few minutes, but don't continue too long.

### Baby Picture Contest

*Parties*

*Juniors to Adults*

Ask each guest beforehand to bring a picture of himself taken during his babyhood days. Number the pictures and put them on the wall. Give the guests paper and pencil and ask each to guess who is who among the pictures.

### Gossip

*Parties*

*Intermediates to Adults*

As proof of how news is distorted as it travels from mouth to mouth, try the gossip contest. Arrange the players in a circle. The leader whispers a brief item of news to the first player, who whispers it to the second, and so on around the circle. No repetition or restatement is permitted—each person whispers it but once to his neighbor. The last player states aloud the news as he heard it. The departure from the original is usually amazing. If the last player's statement does not satisfy the players they may correct it, going backward around the circle, until the original statement is made by the first player.

**GOSSIP RELAY.**—Arrange the players in two rows. The leader writes a sentence on each of two slips of paper and hands one to the first player of each team. These players read the sentence and hand the papers back to the leader. At the signal the sentence is passed from player to player by whisper. When the last player gets it he runs to the leader and whispers the sentence. The team wins whose statement is nearest correct. In a tie, the team finishing first wins.

### Continued Story

#### *Parties*

#### *Juniors to Adults*

If the group is large, a selected few may perform for the amusement of all; or if small, all may participate. One starts an original story and talks for one minute, then the next immediately takes it up at the point where it was dropped. So the story is developed, each adding his chapter, until the last one's turn comes, whose duty it is to bring it to a climax and a conclusion.

With a clever group, the results will be surprising.

### Wink

#### *Parties*

#### *Juniors to Intermediates*

This old game scarcely needs a description. The girls are seated in a circle with a boy standing behind each chair. There should be one more boy than girl, and he stands behind an empty chair. The game centers around the efforts of the unattached boy to secure a partner. To do so he winks at the girl he wants and she immediately attempts to jump up and run to his chair. Her partner attempts to prevent this by placing both hands on her shoulders. If the single boy fails in one attempt he winks at another. When a girl succeeds in getting away she of course leaves an empty chair and the boy behind that chair proceeds to secure another girl for himself.

Each boy must keep his hands behind the back of the chair at all times except when it is necessary to reach for his partner and then he is permitted only to place his hands on her shoulders—otherwise rough antics, destructive to dresses, soon enter. The boy must catch the girl with *both* hands—one-handed catches tear dresses.

After playing for awhile, the boys and girls exchange their relative positions and the game proceeds as before.

### Uncle Joshua Died Last Night

#### *Parties*

#### *Juniors to Adults*

This event is a great fun-maker for all ages. Seat the players in a circle. The leader says to his right hand neighbor: "Do you know that my Uncle Joshua died last night?" The neighbor answers "That's too bad. How did he die?" "With one eye shut" says the



first player, and closes one eye. The second player repeats the lines to the third and so on around the circle. All players now have one eye shut.

The first player then repeats the statement of his uncle's death, and says that he died "with one eye shut and his mouth awry." On the third time around, he says "With one eye shut, his mouth awry, and one foot held high." The fourth time around the line is "With one eye shut, his mouth awry, one foot held high, and waving good-bye."

The success of this event rests in the laughable positions it creates.

### **Tom Thumb Got Sick**

*Parties*

*Juniors to Adults*

All are sitting in the usual circle. The leader says to his neighbor, "Tom Thumb got sick," and the neighbor asks, "How did he get sick?" To which the leader replies, "Doing this," and begins slapping his right knee with his left hand. The neighbor then says to his neighbor, "Tom Thumb got sick," and so on around the circle.

All are now slapping their right knees. The leader then repeats the lines and slaps his left knee with his right hand. This keeps up until all are doing the following:

1. Slap right knee with left hand.
2. Slap left knee with right hand.
3. Raise left heel up and down.
4. Raise right heel up and down.
5. Nod head up and down.

### **I Went to Paris**

*Parties*

*Juniors to Adults*

The players are seated around the room. The first player says, "I went to Paris." The second says, "What did you buy?" The first one answers, "A pair of shoes," and moves his feet slightly, continuing the movement throughout the game. The second person turns to the third, and says the same thing, starting with "I went to Paris." This is continued around the circle until all are moving their feet.

On the second round the first player, when asked what he purchased, answers "A fan," and begins imaginary fanning with his right hand, at the same time keeping up movements with his feet. On the third round, the leader may say he bought a pair of gloves, and wiggles the fingers of his left hand to indicate that apparel. On the next round, the leader says he bought a pair of eye glasses and indicates it by winking fast, at the same time keeping up all other movements. On the next round he has bought false teeth, and illustrates by opening and closing the mouth.

The game may be played much quicker by having a leader tell what purchases he made and asking the players to imitate, one at a time.

### Out West

#### *Parties*

#### *Juniors to Adults*

The leader announces that all are going out West and each player must name some article he intends to take along. He then asks each player in the circle to name the article.

For example, one might say that he intends to take his pajamas, another his pipe, another his baby carriage, and so on. The leader then asks the first player what he intends to do with his article out West. The first player then might say that he intends to sleep in his pajamas. The second player must then say that he intends to sleep in his pipe, the third that he will sleep in his baby carriage, and so on around the circle.

The second player then says that he intends to smoke his pipe, and the third must follow by saying that he intends to smoke his baby carriage.

### Alphabet Traveling

#### *Parties*

#### *Children*

The children sit in a circle. The first player turns to the right and says, "I am going by airplane to Atlanta." The player on the right replies, "What will you do there?" Number 1 answers, "Ask advice." Then Number 2 turns to the player next on the right and says, "I am going to airplane to Bermuda." Number 3 asks, "What will you do there?" The answer may be, "Beg bananas." The game goes on in that way, each succeeding player using the next letter of the alphabet as the first letter in the place he is going and the same letter as the first letter in each word in his answer.

### Grabit

#### *Party, Club*

#### *Juniors to Adults*

Divide the group into two teams, one the destroyers and the other the defenders. A toy balloon is tossed up between them. The destroyers try to break the balloon by grabbing it, clapping the hands together on it, or stepping on it, while the defenders attempt to protect it by batting it out of reach. Keep the time required by the destroyers to break the balloon. When the balloon is broken, the defenders become the destroyers.

Give each team three turns at destroying the balloon. Add the times required by each team and the team wins that has the smallest total time.

### Snatch the Handkerchief

*Party, Club*

*Juniors to Adults*

This is nothing more than Snatch Ball played in a furnished room at a social gathering. Divide the group into two teams and have them sit on opposite sides of the room. Have the players of each team number off, starting at opposite ends of the room so that the two players on each team holding the same number are diagonally opposite each other. Place a handkerchief midway between the chairs, set up in wigwam fashion.

The leader calls a number and each holder of the number runs to the handkerchief and watches for a chance to snatch it and return it to his seat before being tagged by the other. Neither can be tagged until he gets the handkerchief in his hands. Usually beginners snatch the handkerchief too quickly; experienced players manoeuvre awhile. If the players take too long, however, the leader may call time and they must return to their places. The player who gets to his own seat with the handkerchief without being tagged scores one point for his side, but if he is tagged, one point is scored for the tagger's side.

**PLUS-AND-MINUS SNATCH THE HANDKERCHIEF.**—Arrange and number the players as above and designate one team as "plus" and the other team as "minus." The leader calls two numbers, for example, "Nine and Four." The players in the "plus" team add the two numbers to see who runs, and the players in the "minus" team subtract the numbers to determine the runner. Thus in the "plus" team, Number 13 would run, and in the "minus" team, Number 5. In other respects the game is like the above.

**CHAMPION SNATCH.**—Place the handkerchief as above, but arrange all the players except one in a line about fifteen feet from it. The odd player, known as the champion, stands fifteen feet on the other side of the handkerchief. The champion challenges one of the players and the two run out and proceed as in Snatch the Handkerchief. If the champion loses, he exchanges places with the player he challenged.

### Catch the Feather

*Parties*

*Juniors to Adults*

The players all take hold of a sheet and stretch it tight. A fluffy or small feather such as is found in pillows is placed on the sheet. One player is selected as "it" and stands behind the players.

At the signal the players blow the fluffy and "it" tries to get it. If he succeeds, the player nearest him when he caught it becomes "it." No one is allowed to touch the fluffy except "it" and it may be propelled only by blowing. The fluffy must be kept in motion and not allowed to settle in the middle of the sheet and remain there.

### Balloon Push Ball

*Party, Club*

*Juniors to Adults*

Balloon Push Ball is a strenuous but nevertheless delightful game for party and club use. Divide the group into two teams and station them at opposite ends of the room. Toss up a toy balloon in the center of the room, and the two teams rush for it and attempt to bat it to the other team's wall. The team succeeding in causing the balloon to hit the opposite wall first wins.

Keep a few extra balloons at hand, and in case the balloon is broken, throw another in at the spot without allowing the play to lag.

### Blowing Football

*Party, Home, Club*

*Juniors to Adults*

This game is always enjoyed and is played with much enthusiasm provided the table used approximates the proper dimensions. The table should be three to four feet wide and seven to eight feet long. A longer table makes scoring difficult, and a shorter one is unsatisfactory from the health standpoint. Six inches from each end of the table and parallel to it draw a goal line with chalk. A ping-pong ball is used.

Divide the players into two teams—teams of from four to eight players are most advantageous. The teams stand or kneel at opposite ends of the table. The team "kicking off" places the ball on the table one third of the distance from their goal to the opposite goal. At the signal they blow the ball and the opponents blow it back. The ball thus see-saws back and forth until one team succeeds in blowing it over the opponent's goal line. If it goes off the table over the side lines it is placed in the center of the table opposite the point where it went out.

The players are not allowed to reach over their goal line with their mouths. They may get their heads together, however, and attempt to concentrate the forces of their various blows. Most scoring is accomplished by allowing the ball to approach very close to their goal line, then giving it a hard puff—in this way it can be sent forward with such momentum that the opponents will have difficulty in stopping it before it crosses their goal.

The penalty for reaching over the goal line with the mouth is the giving of the ball to the opponents who place it three inches from their goal. They thus have an opportunity for an effective blow at the offender's goal; the offenders, however, are privileged to defend against the blow and attempt to stop the ball.

Each time the ball crosses the opponent's goal line a touchdown counting seven points is scored.

### Fanning Football

*Party, Club*

*Juniors to Adults*

Make a goal line at each end of the room and give each player a paper fan. A ping-pong ball is used. The players of each team are scattered over the entire floor, each being assigned to an area which he must not leave.

The ping-pong ball is placed in the center, and at the signal, the players attempt to blow it across the opposing goal, using either the fan or their mouths or both. Each time the ball crosses the goal a touchdown is scored.

### Numbers Change

*Party, Club*

*Juniors to Adults*

This is an active social game which is much enjoyed. Select a player to serve as "it" and have all the others sit in a circle. Have the players number off and give the last number to "it." "It" stands in the center and calls two numbers. The holders of these numbers change seats quickly and "it" tries to secure one of the seats for himself. If he succeeds the player left without a seat becomes "it."

VARIATION.—Blindfold "it" and place him in the circle. When he calls the two numbers the holders of the numbers change places quietly and "it" tries to touch one as he changes. If he succeeds that player becomes "it."

### Ducks Fly

*Party, Club*

*Juniors to Adults*

The leader says "Ducks fly" and all wave their arms. He then says "Dogs bark" and all bark. He then follows with "Fish crawl," "Horses fly," "Crawfish crow," "Geese cackle," and so on. Whenever a person cackles or crows or barks or makes any movement which the creature named cannot do, he is eliminated; likewise, when he fails to respond quickly with a movement or sound that the creature can make. The leader should always imitate the sound himself as soon as he makes the statement.

When used in social gatherings it is usually better to score a point against those who make a mistake instead of eliminating them. Those who receive three points pay a forfeit. (See Chapter XI, "Forfeits for Social Gatherings.")

FEATHERS.—The players all hold their arms out in front and begin flapping the hands back and forth laterally at the wrists. The leader says "Roosters fly," "Wrens fly," and so forth, and the players keep their hands going. However, when he says "Mules fly" or "Pike fly," they change the flapping to an up and down motion at the wrists. Those who fail to make the right motion three times pay a forfeit.

## Balloon Hoop Blow

*Party, Club*

*Juniors to Adults*

Suspend two barrel hoops from the ceiling so that the bottoms hang six feet from the floor. Each team is gathered around one of the hoops. At the signal each team tosses a toy balloon in the air and attempts to blow it through the hoop from either side. If the balloon falls to the floor, it may be picked up and tossed overhead with the hands, but otherwise must not be touched.

The team wins that puts the balloon through the hoop three times first.

## How Do You Like Your Neighbors?

*Parties*

*Juniors to Adults*

Select one player for "it" and have the others sit in a circle. "It" stands in the center. There are just enough chairs for the seated players and none for "it."

"It" approaches one of the players and asks "How do you like your neighbors?"

"Not at all," he replies.

"Whom would you like?"

"Betty Witt and John Jeffries."

The players on either side of the player must quickly exchange places with the two named, and "it" attempts to get one of the chairs. The player questioned does not move. The one left without a seat becomes "it."

If the player says that he likes his neighbors, everyone changes seats.

## Shout the Number

*Parties*

*Juniors to Adults*

Arrange the players in a circle and give each chair a number. The player holds the number of the chair in which he sits. Number 1, occupying the first chair, calls a number by saying, for example, "One to six," and immediately Number 6 calls another number; for example, "Six to nine." If Number 6 hesitates or calls a number which is not represented, or calls his own number, or if the wrong person answers, the person making the mistake goes to the last chair and all move up to make a place for him.

The players who moved now have new numbers. The first player then calls a number again. All numbers must be called in rapid fire fashion, without hesitation. The game sounds simple but in fact is confusing and the failures are many.

The place of honor goes to the player in the first chair. All try to get to that chair and retain it.

When the play has gone on in this fashion for a while, it may be made more difficult by renumbering the chairs, giving them even numbers only—two, four, six, and so on. Anyone calling an odd number goes to the foot of the line. Still later, the chairs may be given every third number.

JOHN, JACK, JIM, AND JOE.—This is exactly like the above except that the first four players are not numbered but are called John, Jack, Jim, and Joe respectively. The fifth player is Number 1. The first player, John, holds the seat of honor. He calls a number, say "John to five," and Number 5 must immediately call another; for example, "Five to Jim." Jim must then immediately call another number, such as "Jim to one." In other respects the game is like the above.

MATTHEW, MARK, LUKE, AND JOHN.—That is exactly like John, Jack, Jim, and Joe except that the first four players are called Matthew, Mark, Luke, and John.

### Scoot

*(Cover the Stool, Shifting Seats)*

*Parties*

*Juniors to Adults*

This fast-moving game appeals particularly to younger players. The players are seated in a circle. Select one to serve as "it." He stands in the circle and leaves his chair empty. "It" commands "Shift to the right," whereupon the person on whose right is the empty chair shifts to it, and the next person shifts to the chair just vacated and so on around the circle. "It" tries to get a seat and will find that it is a difficult thing to do. Everyone does not shift at once but waits until there is a vacant seat to his right. If "it" succeeds in getting a seat the person who should have shifted to the seat becomes "it."

When the shifting to the right is going on, "it" may suddenly call "Shift to the left." In the confusion he stands a good chance of getting a seat.

### Fruit Basket

*Parties*

*Juniors to Adults*

This favorite of years gone by scarcely needs a description. It contains much more activity than the average social game.

The players are seated in a circle, and count off by fours. All the number one's are *lemons*, the number two's *oranges*, the number three's *apples*, and the number four's *bananas*. One player is selected to serve as "it" and stands in the center. "It" names two fruits such as "bananas and oranges," whereupon all bananas and oranges quickly exchange seats. "It" tries to get a seat in the scramble. The person left without a seat becomes "it."

Any combination of fruits may be spoken. If "it" calls "Fruit basket," everyone exchanges seats.







FLOWER GARDEN.—This is played exactly like Fruit Basket except that the players are given the names of flowers and the one for all to change chairs is "Poison Ivy."

### Postman

*Parties*

*Juniors to Adults*

This is another old game very similar to Fruit Basket. The players are seated in a circle with the postman ("it") in the center. Each player gives himself a name of a city and announces it. The postman announces that he has a letter from St. Louis to Detroit. The players having these names quickly exchange while the postman tries to obtain one of the seats in the exchange. The one left without a seat becomes postman. When "Special Delivery" is called, everyone exchanges seats.

### Toy Shop

*Parties*

*Juniors*

Each player selects a name of a toy. "It," standing in the center of the circle, looks around the "toy shop" and says, "I would like a teddy bear and a fire engine." The two players holding these names exchange places and "it" tries to secure a vacant chair during the exchange.

### Musical Chairs

*Parties*

*Juniors to Adults*

The players are seated in a circle, facing in, with the exception of three or four who stand in the center. There are just enough chairs for those who are seated.

When the piano starts all the players including those in the center move around the circle in front of the chairs. When the music stops all scramble for a seat. Those who fail to get a seat go in the center.

MUSICAL BUMPS.—This is the same as Musical Chairs except that there are no chairs, and all march around in a circle; when the music stops all quickly sit on the floor. The last one down is eliminated. Continue until only one remains standing.

### Going to Jerusalem

*Parties*

*Juniors to Adults*

Although this ancient game may be familiar to all, its popularity demands a description.

A double row of chairs are placed in the center of the room, the rows being placed back to back, backs touching, and facing in opposite directions. There should be one less chair than there are players; if numbers are large there should be three or four less chairs than players.

The players line up and march around the chairs to the music of

a piano; if no music is available, the leader may clap his hands. When the music stops the leader calls "Jerusalem" and all rush for a seat. The one failing to secure a seat falls out and takes one chair with him. The game goes on until there is only one chair left. The player who secures this one "gets to Jerusalem" and wins.

### **Tire Change**

*Lawn, Playground*

*Juniors to Seniors*

This is a game for a party on a lawn. A number of old automobile tires are scattered around the lawn in a rough circle. There should be a tire for each couple present. A couple (boy and girl) stand in each tire, and an odd player ("it") stands in the center.

"It" calls change and all the players leave their tires and attempt to get into another tire. In the exchange "it" tries to get in a tire. The one left without a tire is "it."

### **Crossing the Lake**

*Parties*

*Juniors to Adults*

This game is similar to Going to Jerusalem. A space is marked on the floor which is wider than anyone in the group can jump. The guests are asked to march around the seats and through the marked space, stopping when the whistle sounds. All those who are within the space at the signal of the whistle must drop out of the game. Of course everyone will run as quickly as possible through the space on the floor. The winner is the one left when all others have dropped out.

### **Poor Pussy**

*Parties*

*Juniors to Adults*

This game is particularly effective if there is a wide variety of ages in the group. Children and dignified adults of both sexes make an ideal situation.

Select a boy to serve as "pussy." He kneels before a girl and mews like a cat three times. Each time he mews the girl says "Poor pussy" and solemnly shakes her head. If the pussy can make the girl laugh or smile in the process, she becomes the pussy and kneels in front of a boy. The pussy should present a variety of types of mews accompanied by appropriate facial expressions.

### **Jerusalem and Jericho**

*Parties*

*Juniors to Adults*

No collection of social games would be complete without this old-time favorite. The leader stands where all can see. The guests are all standing in an informal line, if possible. The leader calls either

"Jerusalem" or "Jericho." If he says "Jerusalem" all bow deeply. If he says "Jericho" no one moves. The leader attempts to confuse by trailing out the first syllable, as "J-e-e-r-r-usalem" or "J-e-e-r-r-icho." Anyone bowing when they should not, or failing to bow quickly when they should, must exchange places with the leader.

### Menagerie

*Party, Club*

*Juniors to Adults*

The circus sideshow barker takes his stand and in characteristic language announces the greatest animal show in the universe, concluding by saying "Now in the first cage, ladies and gentlemen, we have the great jumbo bullfrog, the most dangerous and morose of all the bullfrogs, captured in the wilds of 42nd street. Behold the jumbo bullfrog, ladies and gentlemen!" Whereupon he points out one of the guests, who must move across the room, hopping and croaking like a frog. The barker then continues, "And now in the next cage, ladies and gentlemen, we have the rhinoceros. . . ." Continue by naming animals, birds, insects and crawfish until all have had a chance.

### You Are Getting Hot

*Party, Club*

*Juniors to Adults*

The players are seated in a circle. One is asked to leave the room, and the players select something for him to do, such as straightening up Jack Smith's necktie. When he comes in, the players begin singing some song well known to all, singing loudly when he is far from doing the right thing, moderately when he gets "warm" and more softly the nearer he gets to touching Smith's necktie, and as he straightens it the singing dies out entirely.

### Up, Jenkins!

*Parties*

*Juniors to Adults*

This ancient game is particularly well adapted to the dining table after refreshments have been served, but may be played sitting on the floor. The players on one side of the table constitute one team and those on the other side, the opposing team.

Give one team a coin which is passed from player to player under the table. The leader of the opposing side says "Up, Jenkins!" whereupon all players on the side having the coin raise their closed fists. The captain then says "Down, Jenkins!" and all hands are slapped down on the table with the palms spread and resting on the table.

The opposing side then goes into consultation and attempts to guess which hand conceals the coin. The captain then orders the hands raised one after the other, leaving to the last the hand under which he thinks the coin is concealed. When he orders up the coin

hand he has points scored against him, one for each hand still remaining on the table. No one but the captain may order up a hand.

The coin is then given to the other side. The side loses that scores twenty-one first.

### Find the Ring

*Parties*

*Children*

Seat the players, except one, in a compact circle. Give one player the end of a ball of string and run the string entirely around the circle, each player grasping it with both hands. Slip a ring on the string and tie the ends of the string. The extra player is "it" and stands in the center. The players pass the ring from one to another along the string. Whenever "it" thinks he knows which hand holds it, he orders "Halt" and all keep their hands motionless. "It" then orders the hand opened. If it contained the ring, that player is "it." If not, the original "it" continues.

### Have You Seen My Hat?

*(The Prince of Paris)*

*Parties*

*Children*

Seat the players in a circle and give each a number. Select one to act as "it." "It" says "Someone has stolen my hat. Have you seen my hat?" and points to one of the players. Immediately "it" starts counting to ten as rapidly as possible. Before he finishes counting the player pointed to must leap to his feet and say "Who sir, I sir?" The following conversation then ensues between the player and "it":

"Who sir, I sir?"

"Yes, sir, you sir!"

"No sir, not I sir!"

"Well sir, who then, sir?"

"Number ten, sir."

Instantly "it" starts counting again, and Number 10 jumps to his feet and says "Who sir, I sir?" If a player fails to respond before the count of ten, he becomes "it."

The game is often played by starting the conversation with the following: "The Prince of Paris has lost his hat. Have you his hat?"

### Swat the Mosquito

*Party, Home*

*Children*

Select a player to serve as the swatter, blindfold him and provide him with a rolled newspaper for a swatter. Seat him in the center of the room on a stool or box.

The players (mosquitoes) tiptoe up to the swatter and buzz in his ear, quickly withdrawing when the swatter strikes at them. Anyone

hit becomes the swatter. Instruct the swatter that he is permitted to swing his swatter only when he hears a buzz, and instruct the players not to buzz constantly, but only when very near to the swatter.

The game is sometimes played by having the players say "Chick-a-dee" instead of buzzing.

### Slipper Slap

*Parties*

*Children*

The continued popularity of this game among children is the only reason for describing it here. Select one player for "it" and blindfold him. The remaining players stand in a compact circle around "it," shoulders touching and hands behind backs. Give one of the players a swatter made by rolling up a newspaper and tying it.

The swatter is passed around the circle behind the players' backs. On every opportunity the players swat "it" and quickly get rid of the swatter by passing it to another behind the back. When "it" catches a player holding the swatter, he exchanges places with that player.

### Good Morning

*Party, Lawn, Club*

*Children to Intermediates*

This game, adapted from the circle racing games of the playground and gymnasium, is popular as a party game when there is room for running. The players are arranged in a circle, boys and girls alternating. Each couple joins hands. Select one couple as "it." This couple, with hands joined, walk around the circle in a counterclockwise direction. They touch the joined hands of one of the couples, then turn and run around the circle in a *clockwise* direction, and the couple touched run around the circle in the opposite direction. When the two couples meet at the opposite side of the circle they stop, bow, and say "Good Morning," then race on to the vacant space in the circle. The couple reaching it first is entitled to it and the other couple is "it."

### Your Fish, My Fish (Your House, My House)

*Home, Party*

*Children*

This is a game for small children. A fish pole is made from a slender stick three feet long and a fishline of stiff string three feet long is tied to it. A slip knot is tied to the end of the string. The players sit around a table and one is selected to start as fisherman. He spreads the loop of the slip knot out on the center of the table—it should be about three inches in diameter.

The fisherman says "Fish, fish!" and all the players put their index fingers in the loop. The fisherman then says either "Your fish," or "My fish." If he says "My fish" he jerks the string endeavoring to

catch the finger of one of the players. He does not jerk the string when he says "Your fish," but repeats these words several times in an effort to confuse the players before saying "My fish" and jerking. The captured player becomes fisherman next time. If more than one is captured, those captured put their fingers in the loop again to eliminate all but one. If anyone pulls his finger out on "Your fish," he is eliminated from the game.

### She Comes, She Comes

*Home, Party*

*Children*

One player thinks of some object in plain sight in the room and says "She comes, she comes!" Someone asks "What does she come by," to which the first player answers "By the letter —," and gives the first letter of the name of the object. The players try to guess the object and the one succeeding picks the object for the next game.

VARIATION.—Instead of using the first letter of the name of the object, the question is asked "What color does she come by," and the color is named. From this information the object is guessed.

### Jacob and Rachel

*Parties*

*Younger Children*

The continued popularity of this game is the only justification for listing it here—there are many games of greater playing value but children like this one.

The players form a circle with joined hands around Jacob and Rachel, who are standing in the center. The boys and girls stand alternately in the circle. Jacob is carefully blindfolded.

Jacob says "Where art thou, Rachel?" to which Rachel replies "Here, Jacob." Jacob dashes for Rachel and attempts to get hold of her, but Rachel of course runs after speaking. After Jacob catches Rachel, he goes in the circle, Rachel is blindfolded, and a new Jacob selected. Tagging is not sufficient to make the capture—a firm hold is required.

### Whiskers on the Cat

*Home, Party*

*Small Children*

Cut a cat out of black paper and pin it on the wall. Give each player three whiskers made of small strips of white paper with pins stuck through them. Each player in turn stands six feet in front of the cat, turns around three times, without hesitation walks to the cat with his arm stretched straight out in front, and attempts to pin the whiskers on the cat. The one wins who properly places the most whiskers.

VARIATION FOR THANKSGIVING—SHOOTING THE TURKEY.—Cut out a large turkey and place it on the wall. Draw a circle around the

turkey's heart. Blindfold each player in turn and give him a small arrow cut out of paper. Turn the player around three times and have him pin the arrow on the turkey. The one wins whose arrow comes closest to the heart.

### Catch the Thief

*Parties*

*Children*

A long rag of some light color is hung in a conspicuous place. The hostess whispers to each guest upon arrival, "There is a thief here who will try to steal that rag during the evening and carry it to the thieves' den. Catch him or her if you can." She tells one guest that he is to be the thief. The others do not know who has been chosen. The thief may choose any time during the party to make off with the rag and try to get to the thieves' den, without being caught. The thieves' den should be so located that the thief will have to go some distance. The thief must carry the rag in plain sight.

If someone sees the thief he calls "Stop, thief!" and a mock trial is held to see if the thief is guilty.

### Candy Grabbing

*Party, Club*

*Juniors and Intermediates*

Boys particularly like this rough scramble for candy. It may be played by girls too, but not with mixed groups. Arrange the players in a circle and then draw a circle on the floor with chalk in front of them, across which they must not step until called. Give each player a number as follows: Suppose there are twenty-four players; start with one player and number the players up to eight, then start with one again and number to eight, and then start with one again. There are thus three of each number in the circle.

In the center of the circle place a wrapped piece of candy. The leader calls a number and the players holding that number dash for the candy. The one getting his hand on it first may keep it. Put another piece of candy in the center and repeat.

Call the numbers at random to keep everyone alert.

### Scrambles

*Parties, Picnics*

*Juniors, Intermediates*

Children always enjoy scrambles for peanuts, wrapped candy, or pennies. These events are usually remembered as the highlight of the party or picnic. If outdoors, line up the players about fifty feet from the leader who holds the basket. At the signal they run for him and he scatters the contents. The leader should throw the articles over a considerable area to avoid possible injury.

Indoors, the scramble is best conducted by putting the objects in a burlap sack tied with a slip knot at the end of a long rope. Suspend



the bag from the ceiling by the bottom so that it hangs upside down. The leader pulls the rope and the bag opens.

**LOLLYPOP SCRAMBLE.**—Stick lollypops into the ground by inserting the sticks. They should be scattered over a considerable area and placed in grass just high enough so that they can be seen with ease only when close to them. Tell the children to look in a certain area of the grounds and see what they can find.

### **Peanut or Candy Hunt**

*Parties*

*Small Children*

This game makes a great hit with children at a party. The hostess has nuts or pieces of candy (wrapped in paper) hidden around the room behind pictures and in all sorts of unexpected places. The game is to see who can find the most of them. A small prize may be given the winner and a funny prize to the one having the fewest peanuts to his credit when the time is up. If played outdoors, the branches or leaves of trees or shrubs make good hiding places.

### **Opening Christmas Gifts**

*Christmas Parties*

*Juniors*

At Christmas parties novel ways of giving out and opening gifts are frequently desired.

**MUSICAL GIFTS.**—Seat the players in a circle and give each a gift. As the music starts they pass the gifts around the circle. When the music stops, each opens the package he holds.

**FISH POND.**—All the gifts are wrapped and tied with ribbon or string and placed in the center of the floor with a row of chairs around them. Three or four fish poles are provided with line and hook attached. The guests stand outside the chairs and secure a gift by "fishing" it out with the pole and hook.

**CHRISTMAS RING TOSS.**—Each gift is wrapped and numbered. Nails are driven in a board and numbered corresponding to the numbers on the packages. The guests stand a few feet in front of the board and toss fruit-jar rubbers at the nails. Each is given the gift bearing the number of the nail he rings.

### **Penny Auction**

*Parties*

*Intermediates to Adults*

Preliminary announcements instruct each person to bring a number of pennies, together with a wrapped package containing some article that he no longer needs but that may be useful to someone else. These are auctioned off without being unwrapped by an auctioneer with a bidding limit of ten cents.

### Old Fashioned Box Social

*Parties**Intermediates and Seniors*

The age-old box social, recalled with happy memories by grandfather and grandmother, still carries an appeal. It may be used with good effect once a year to vary the program of a mixed group which meets regularly for social recreation, and incidentally will make some money for the organization. A clever auctioneer is essential to the complete success of the event.

Each girl brings a lunch wrapped in tissue paper and decorated with ribbons. No markings are on the outside to identify the owner of the package. As refreshment time approaches, the packages are stacked on a table and auctioned off to the highest bidder by the auctioneer. The boy purchasing the package eats lunch with the girl who brought it.

## CHAPTER V

### MYSTERY GAMES

**T**HIS chapter presents those party games in which there is an element of mystery. The usual type is the assumption of psychic or supernatural insight on the part of one member of the group who demonstrates his ability, usually with the aid of an accomplice who is often unknown to the group. The members of the group attempt to fathom the method whereby he gets his information.

#### Mind Reading

*Club, Party, Home*

*Juniors to Adults*

This stunt is really baffling to one who does not know the method. There is no confederate or accomplice used and no trick method of communication as in the other games described in this chapter.

The performer says that he can turn his back and tell anyone which hand he puts up over his head. Someone is sure to ask for a demonstration. The performer seats this person at a table and tells him to lay his hands on the table, palms down. The performer turns his back and says "Now hold one hand up over your head." The player does this. The leader says "Now cross your feet." This the player does also. Then the leader says "If you have your feet crossed, you may lay your hand back on the table beside the other."

The player lays his hand on the table and the performer turns around, glances at the hands, looks under the table and examines the crossed feet, then points out the hand that was raised.

He is able to do this by the fact that the hand which was held over the head will be slightly pale and white as compared to the natural color of the other hand. Hold one hand over head for a moment and compare it with the other hand, and the method will become obvious immediately.

The crossing of the feet serves two purposes. It is a device to consume time, causing the player to keep his hand in the air long enough, and it makes the trick appear complicated and thus confuses the spectators as to the method used.

*Party, Home*

#### Black Magic

*All Ages*

The leader must have an accomplice in this event. The accomplice boasts that he can leave the room and upon returning name any object that the players selected in his absence.

When the accomplice is out the players select an object and the accomplice is recalled. The leader then names one article after another, saying "Is it ——?" He finally names the selected article and the accomplice says "Yes, that is it." The correct article is the one the leader named immediately after he named a black article or one nearly black.

### What Time Is It?

*Home, Party*

*All Ages*

The leader must have an accomplice who is sent out of the room. The group decides upon an hour of the day—six o'clock, let us say. The accomplice is called in, and as he enters he asks, "What time is it?" The leader answers. "Well, I forgot to bring my watch; I can't say exactly." The accomplice then replies "A watch isn't needed. It is six o'clock."

This trick is simplicity itself to those who are working it, but baffling indeed to the uninitiated. The key is as follows:

<i>Hour</i>	<i>Key Letter</i>	<i>Hour</i>	<i>Key Letter</i>
1	A	7	G
2	B	8	H
3	C	9	I
4	D	10	J
5	E	11	K
6	F	12	L

The first letter in the *third word* of the leader's answer tells the secret. The third word in the above example is "forgot"—"F" is the sixth letter of the alphabet, hence the hour is six o'clock.

After the stunt has been performed a few times the key may be changed by a prearranged signal between the two principals. For example, one o'clock could be represented by the letter M:

<i>Hour</i>	<i>Key Letter</i>	<i>Hour</i>	<i>Key Letter</i>
1	M	7	S
2	N	8	T
3	O	9	U
4	P	10	V
5	Q	11	W
6	R	12	X

### Red, White, and Blue

*Home, Party*

*All Ages*

This is a trick event on the order of Black Magic, but is better in that it is more difficult to solve.

When the accomplice is recalled the leader names one article after another and the accomplice is able to pick the correct article by the

following scheme: The first time he comes in it is the first article named after something red is named, the second time after something white, and the third time after something blue.

If anyone thinks he has it figured out, let him try it.

VARIATION.—Instead of referring to colors the correct object may be designated by naming it first after an object that flies, an object that cuts, or a four-legged object.

### Finding the Hour

*Home, Party*

*Juniors to Adults*

This clever stunt is played between two people and is only usable in a very small group.

Lay a watch on the table. One player secretly selects an hour number on the face of the watch. The performer agrees to tell him the number he selected. He announces that he will begin tapping on the watch with a pencil and he asks the player to count to himself, beginning with one hour higher than the hour number he selected, and adding one to the number for each tap. When twenty has been reached, he is to say "Stop." That is, if the hour selected was six o'clock, the player would count seven to himself for the first tap, eight for the second, and so until the count has reached twenty. The performer then announces the number selected.

The method is this: The performer taps seven times any place on the watch he chooses, but on the eighth tap he starts at twelve o'clock and goes around the hour numbers counterclockwise. When the player announces that twenty has been reached, the pencil will rest on the hour selected.

### The Mysterious Teacup

*Party*

*Juniors to Adults*

A teacup is inverted on the floor or table. A penny is placed under it. The leader leaves the room and his accomplice removes the penny and gives it to some one. The leader then returns and asks the players to put their index fingers on the cup, one after another. He then picks up the cup, places it to his ear, listens, and then names the person holding the penny.

The clue is given by the accomplice in putting his finger on the cup immediately after the person who holds the penny.

### Mystery City

*Party, Home*

*All Ages*

The leader announces that there is one in the group who possesses rare psychic powers. Among his gifts he can name the city where each was born. This person (the leader's accomplice) is sent from

the room. The leader asks one player to name a city where supposedly he was born. The accomplice is called in and the leader names a number of cities, finally naming the selected city. The accomplice answers negatively to all the cities until the right one is named.

The trick is that the right city is the second city named after a two-part city. For example, the city selected is Syracuse. The leader says "Is it Miami?" "No." "Is it Los Angeles?" "No." "Is it Detroit?" "No." "Is it Syracuse?" "Yes." Syracuse is the second city named after Los Angeles, a two-part city.

### The Magic Cane

(Sign Writing)

*Party, Home*

*All Ages*

The leader holds the magic cane—an ordinary cane, stick, or umbrella. He has an accomplice who is sent out of the room. The leader then asks the group to select a short verb which the accomplice can easily act out, such as walk, run, sing, or jig.

The accomplice is then called in, and with much "stage business" involving passes with the cane, taps on the floor, and comments, the leader communicates the word and the accomplice acts it out.

The leader is able to do this by a series of remarks, the first letter of each remark representing a consonant in the word. The vowels are represented by taps on the floor—A, E, I, O, and U being symbolized by 1, 2, 3, 4, and 5 taps.

Let us suppose the word was "Dance." The leader says "Do not stand too far away, Mr. Jones" (D); one tap on the floor, (A); "Now we must all be very quiet" (N); "Concentrate, my friend" (C); two taps on the floor (E).

This stunt will prove more mystifying than most of the stunts of its type.

### Spirit Photography

*Party, Home*

*All Ages*

A player boasts that he has a magic spoon which when held before the face of anyone will record the picture of the person. The player leaves the room and his accomplice holds a shining serving spoon in front of some player, then lays the spoon on the floor in the center of the seated circle of players and returns to his seat. The player is recalled and picks up the spoon and studies it intently, finally pointing out the player photographed.

He is able to do this by watching his accomplice when he enters. The accomplice indicates by a slight movement of hand or finger which side of the circle the player is on; this eliminates half of the group. Then the accomplice assumes the exact pose of the photographed player, changing his pose as the player changes his.

It invariably happens that the accomplice will soon be asked to photograph himself. In this case the accomplice sits with his feet or legs crossed, a sign that is understood between the two.

### **Mystic Ashes**

*Parties*

*Juniors to Adults*

The leader holds a slip of paper for each guest present. Each is asked to name some famous person, and the leader writes each name on a slip, folds it, and places it in a hat. The slips are then shuffled, and a guest asked to draw one and keep it folded. The leader then puts the remaining slips in an ash tray and burns them. He studies the ashes, meditates, and finally states the name on the slip the guest holds. The guest opens it, and behold, the name is right!

Here is the trick: the leader writes the first name called on *every* slip. No matter which slip is drawn, it will be sure to contain the right name.

### **Naming the Number**

*Party, Club*

*Juniors to Adults*

The leader tells the group that one of the party with psychic powers will leave the room, and while he is out the group will select a number, and the psychic one will return and tell them the number.

When the player is recalled, the leader names a series of numbers concluding with the right number which the player recognizes, and names as the number selected.

The clue is given the player by the first number mentioned. The first digit of this number tells him what number to watch for and the second digit tells him that he is to multiply the number watched for by the second digit.

For example, the number selected is 36. When the player comes in, the leader says "59." This tells him that he is to watch for the fifth number and multiply it by nine. The leader then continues: "84, 68, 8, 91, 4, 72, 36." The fifth number was four, which he multiplies by nine and gets 36.

### **The Magic Circle Is Now Begun**

*Party*

*Juniors to Adults*

The players are seated in the circle. The leader announces that there is one present who has magic powers and will tell the name of any person with whom the leader shakes hands, even though he is out of the room and cannot see.

The leader then says, "The magic circle is now begun." Someone will be sure to say, "Really?" or "Well, you don't say." The accomplice then leaves the room knowing that the leader will shake hands

with the person who first spoke after the leader said "The magic circle is now begun."

The leader shakes hands with this person and the accomplice calls out the name.

**CLAIRVOYANT.**—The leader must have an accomplice who is sent out of the room. The leader announces that the accomplice, even though out of the room and unable to see the group, will name the person at whom he points. The demonstrator points to an individual and calls, "Does the spirit move?" The accomplice answers, "It does. The spirit points to \_\_\_\_\_."

The trick is that the accomplice knows that the leader will point to the last person who spoke before he left the room.

## Reading Temples

*Home, Party*

*All Ages*

The leader must have an accomplice who is sent out of the room. The group is told that thoughts can be transmitted through feeling of one's head. The group decides on a number between one and ten and the accomplice is recalled. He places his hands on the leader's temples and after considerable "stage business" names the number.

The number is transmitted by the leader who clinches and relaxes his jaw the required number of times. This gives a movement of the temple that can be felt but not seen.

## This One, That One

*Party, Home*

*All Ages*

The leader has an accomplice in this event. The leader places four books on the floor in the positions illustrated in Figure 1. The accomplice knows that the books are to be named "This," "That," "This one," and "That one," as shown in the diagram. The accomplice leaves the room and the group selects one book. The accomplice is then recalled and the leader points to a book and says "Is it this?" "Is it that one?" and so on, until he points to a book and makes the right remark for that book.

After the first trial the names of the books are reversed "This" and "That" changing names with "This one" and "That one."

When a player thinks he has the mystery figured out, let him try it.

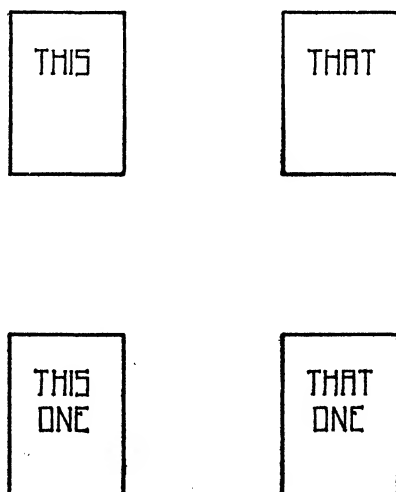


FIGURE 1



## Which Match

*Party**Juniors, Intermediates*

Scatter a half-dozen matches on the floor in the center of the circle of seated players. One player leaves the room, and the players decide upon one match. The player is recalled, and the leader says, "Is it this match?" pointing to one match after another, until the selected match is pointed to and the player says, "Yes."

The method is that the leader stands still in pointing to the matches except when he points to the selected match. In this case, he makes a very slight movement of his right foot.

VARIATION.—Three matches are placed in a row on the floor. The players select one match and the accomplice is recalled. The leader gives him the cue with his hands: If it is the left match, he places his left hand over his right; if it is the right match, he places his right hand over his left; if it is the center match, neither hand is placed on the other.

VARIATION.—The matches are placed in a row on the floor and the players agree on one. The leader and the accomplice have agreed that the match to the right is to be designated by "All right," the middle one by "Ready" and the one to the left by "Come in." The leader then calls in the accomplice, using one of the three phrases, depending on which match was selected. The accomplice studies the matches and points out the right one.

WHO HAS THE MATCH.—The players are seated in a circle. The leader places a match in some player's hands and all players fold their hands and place them on their laps. The accomplice is recalled and walks slowly around the circle, looking at the hands. When he is in front of the player holding the match, the leader makes a slight movement of his foot.

## The Mystifying Reader

*Party, Home**All Ages*

The guests are provided with slips of paper of the same size and shape. Each guest is asked to write a short sentence of four or five words. The words should be written plainly and not be shown to any other person. The guests are then instructed to fold the papers and they are collected by the magician who hands them to someone previously selected to act as guardian. No one, not even the guardian, should attempt to read the papers.

The guardian hands one of the papers, still folded, to the performer. The magician gravely closes his eyes, and, placing the folded paper against his forehead, remains a moment in thought. Then he calls out any sentence that has occurred to him and asks who wrote it. One of the guests, who is an accomplice, and who did not write a sentence, admits ownership of the sentence that has been announced.

The magician then unfolds the paper, apparently to verify his announcement, but his real purpose is to read the paper. He then places the paper in his left hand and reaches out to the guardian to obtain a new one. He repeats the preliminaries and then calls out the words written on the previous paper which he has had the opportunity to read. This will be a bona fide answer and one of the guests will have to admit writing the sentence. The performance is kept up in this manner until all the slips of paper have been read.

In order that the trick may be successful the accomplice must be careful to conceal from the audience the fact that he has not included a sentence in the collection given to the guardian.

### Which Book

*Party, Home*

*All Ages*

Place six books on the floor in a row. The leader has an accomplice who is sent from the room while the group selects one of the books. The accomplice is then called in. The leader makes no remarks whatever but silently points to one book after another; the accomplice says "No" to each until the selected book is pointed out.

He is able to pick the book because he knows that the leader will point to it immediately after he points to one of the books which is next to either end.

### Spirits Move

*Parties*

*Juniors to Seniors*

The leader's confederate remains out of the room, with the door left open so that he can hear. The leader goes from one player to another and holds his hands over the head of each, saying in each case, "The spirits move." This continues until he places his hands upon one player's head and says, "The spirits move and rest upon———." The confederate calls out the name of the person touched.

He is able to do this because of the fact that the leader touched the player in front of whom he stood when the confederate left the room.

### Find the Leader

*Party*

*Children*

The players are seated in a circle. Select a player to act as "it," and have him leave the room. The players then select one of their number to act as their leader. "It" is then called into the center of the circle. The one selected as leader slyly starts some motion such as waving the hand, making faces, or kicking a foot. All immediately imitate the leader. "It" keeps watchful eyes on everyone frequently turning about suddenly, in an effort to find who is starting the motions. When he succeeds, the leader becomes "it."

### Magical Tree

*Party, Stunt Nights*

*Juniors, Intermediates*

A flower pot, which appears to the audience as being empty, can suddenly sprout a small evergreen tree. Inside the flower pot is the branch attached upright to a cork. Water is poured slowly into the pot as the magician talks and waves his wand, and this makes the tree appear above the top and to the sight of the audience.

### Dancing Dwarf

*Parties, Stunt Nights*

*Juniors, Intermediates*

Two men compose the act. A table is placed in front of a curtain. Both men are concealed behind the curtain. One man sticks his head and arms through holes in the curtain. On his hands are shoes which he places on the table. The deception is made complete by the second man who stands behind him and sticks his arms out from behind. The dwarf, thus created, dances a jig on the table or plays a musical instrument.

### Houdini

*Parties, Stunt Nights*

*Juniors, Intermediates*

The performer gets out of a bag which has been tied in all sorts of knots by the accompanying partner. The trick is this: There are two bags, the inner one remaining collapsed but extending the full length of the outer. The performer gets into the outer bag; his partner then ties a few loose knots at the top of it. Without the audience seeing him, he draws out the top of the inner bag and ties the real tight knots about it. When the curtain goes down, the performer pulls on the inner bag and in a moment he is free. The curtain then rises again and he displays himself to the audience.

## CHAPTER VI

### SOCIAL RELAYS AND GROUP CONTESTS

A PLAY leader is frequently confronted with a situation where active competitive play is in order but the space available is so small as to seemingly prohibit its use. Such situations frequently arise in small club rooms and at parties and similar gatherings in a home. There are many relays which meet the needs of such occasions, and there are ways of conducting most relays so that they can be enjoyed in a small room without damage to furniture. A relay, which when played in the gymnasium is a strenuous athletic event, may with slight alteration become delightful social play for a home or club.

#### Active Relays Usable<sup>1</sup> at Parties and Social Gatherings

Many of the active relays described in *Active Games and Contests*, Chapters XII to XVI, may be used to excellent advantage, with slight adaptation, at a party in a room in one's home. Those involving stunts in handling small objects are excellent. In these, the running is a minor factor and need amount to nothing more than moving from one side of the room to the other. These chapters of *Active Games and Contests* should be carefully read by those interested in social relays for club and party use.

Most of the relays which do not involve running to a turning line and back are usable without alteration or adaptation. When balls are called for, handkerchiefs or beanbags may be substituted.

The following relays, described in *Active Games and Contests*, are particularly suitable for social gatherings:

Crawl Under Relay Number 1 (2nd Variation).

Crawl Under Relay Number 2.

Weaving Crawl Under Relay.

Tunnel Goat Butting Relay.

Jump the Stick Relay (Variation).

Potato and Spoon Relay.

Paper Walking Relay.

Brick Walking Relay.

Chair Stubbing Relay.

Chair Walking Relay.

Passing Relay.

Behind-the-Back Passing Relay.

Two-Object Passing Relay.  
 Spin Around Relay.  
 Two-Object Spin Around Relay.  
 Overhead Passing Relay.  
 Underneath Passing Relay.  
 Two-Object Overhead Passing Relay.  
 Military Relay.  
 Pass and Turn Relay.  
 Circle Passing Relay.  
 Circle Spin Around Relay.  
 Beanbag Sidewise Passing Relay.  
 Circle Overtake Relay.  
 Beanbag Passing Relay.  
 Overhead Relay.  
 Over and Under Relay Number 1.  
 Over and Under Relay Number 2.  
 Stride Ball Rolling Relay (2nd Variation).  
 Stride Ball Passing Relay.  
 Chair Passing Relay.  
 Driving the Pigs to Market.

### Relays for Small Spaces

The following arrangement is the most satisfactory for conducting relays in a small room: Divide the group into two teams and seat them in chairs facing each other; if there are enough players for four teams seat them in a hollow square against the four walls, as in Figure 2. Give the first player of each team, the one on the left, a handkerchief.

At the signal the first player of each team runs out in front of his team to the point marked X in Figure 2, and performs the stunt for which the relay calls; while he is doing this all players on his team move one place to the left, leaving a vacant chair on the right. Finishing his stunt the first player runs to the right, sits in the chair, and hands a handkerchief to the player on his left. The handkerchief is passed down the line to the end player on the left who runs out in front and repeats. The team wins which first has its players located as at the start.

*Party, Club*

### Card Passing Relay

*All Ages*

The teams are seated as illustrated under Relays for Small Spaces (Figure 2), and the players remain seated throughout. Give the first player on each team four playing cards. At the signal the first player sticks a card between each of the five fingers of the second player's left hand. The second player then transfers them one at a time between the fingers of the third player's left hand. Continue until the last player holds the cards. The team finishing first wins.

**PENCIL RELAY.**—Use pencils instead of playing cards.

# Bottoms Up Relay

*Party, Club*

*All Ages*

This illustrates how a gymnasium or playground relay may be easily adapted to use in a party. Arrange the players in seats as illustrated in Relays for Small Spaces (Figure 2). Place a chair in front of each team at X. On the chair place a milk bottle, bottom side up.

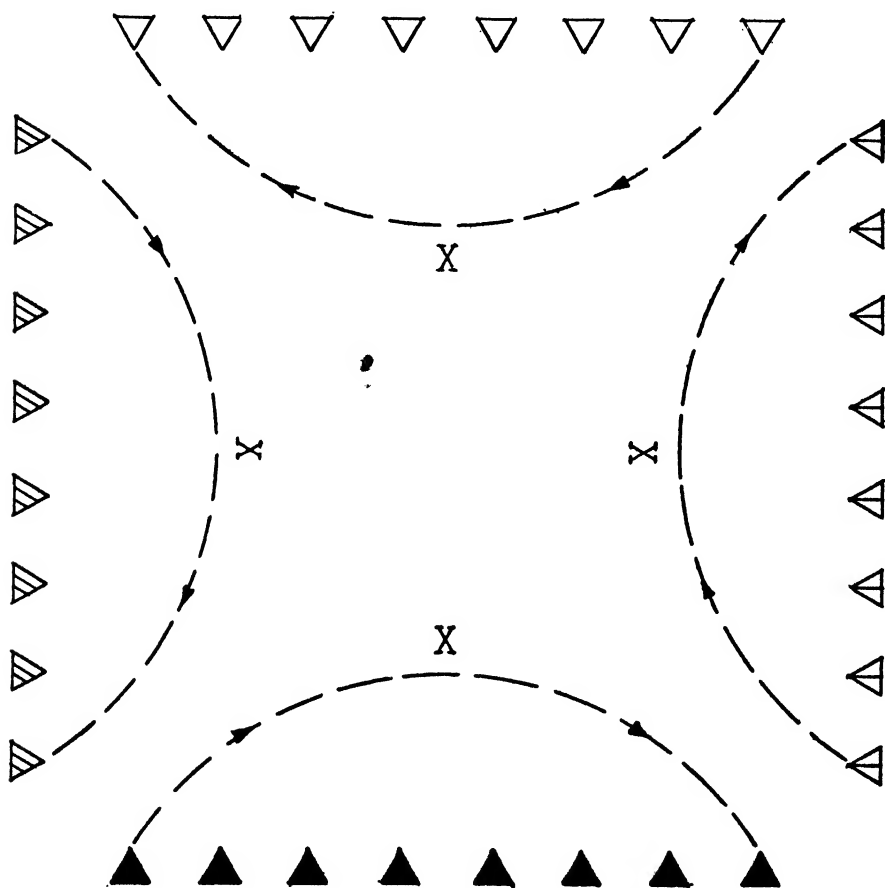


FIGURE 2

If there are enough bottles, place two or three on each chair. Give the first player of each team a handkerchief.

At the signal the first player runs to the chair, picks up the bottles one at a time and sets them on the floor in front of the chair, bottom side up. He then returns to the foot of the line, starts the handkerchief up the line to the second player, who runs out, picks the bottles up and places them back on the chair. Continue until all have run. If a

bottle falls before the runner takes his place in the line, he must return and set it up. The team finishing first wins.

### **Clothespin Relay**

*Party, Club*

*All Ages*

Seat the teams in rows of chairs as illustrated in Figure 2. The players remain seated throughout. Give the first player of each team five clothespins. At the signal the first player sticks a clothespin on the end of each finger of the second player's left hand. The pins are put on so that they constitute an extension of the finger. When all five pins are on, the second player takes the pins off, one at a time, and puts them on the fingers of the third player's left hand. Continue until the last player has the pins on his hand. The team finishing first wins.

### **Taffy Eating Relay**

*Party, Club*

*All Ages*

Arrange the players as illustrated in Relays for Small Spaces (Figure 2). Place a card table in front of each team at X. On each table place a bowl with a *wrapped* piece of taffy for each player.

At the signal the first player runs to the table, unwraps a piece of taffy, puts it in his mouth, lays the wrapper on the table, and returns to the line. When the second player is touched off, he repeats. Continue until all have run. The team finishing first wins, provided all their wrappers are on the table.

### **Thirst Quenching Relay**

*Party, Club*

*Juniors to Adults*

Arrange the teams as illustrated in Figure 2. On a card table placed at X in front of each team, place a pitcher of water, a small tumbler, and enough soda straws for each player.

At the signal the first player of each team runs to the table, fills the tumbler to within an inch of the top, and drinks the water with a soda straw. He then runs back taking his straw with him, and touches off the second player who repeats. Continue until the pitcher of water is empty. If it is not emptied when all the players have run, the line starts over again.

It simplifies the contest if tumblers are used which have a mark near the top to indicate how much water each player is expected to put in the tumbler.

### **Peanut Passing Relay**

*Party, Club*

*Juniors to Adults*

Divide the players into two or four teams and seat them as illustrated in Relays for Small Spaces (Figure 2). Place an extra chair at each end of each team, and on the chair beside the first player of each

team place ten peanuts. Each player weaves his fingers into the fingers of the players either side of him.

At the signal the first player picks up a peanut, passes it to the second player, who passes it to the third, and so on down the line—the hands must be kept clasped throughout. As soon as the first player gets rid of the first peanut on its way, he starts the second. The team wins that first deposits all its peanuts on the chair at the other end of the line. If a peanut is dropped in passing it, it must be picked up with hands clasped as described.

### Raisin Relay

*Party*

*Juniors to Adults*

Seat the players as in Relays for Small Spaces (Figure 2). Give each player a toothpick and give the first player of each team a saucer of raisins.

At the signal, the first player spears three raisins with the toothpick and feeds them to the second player. The second player then feeds the third, and so on to the end of the line. The last player runs to the head of the line and feeds the first player to finish the race. The team finishing first wins.

### Chair Relay

*Party, Club*

*All Ages*

Of the various chair relays described in these pages, this is the most popular and the best suited to party use. Arrange the players in chairs as illustrated in Relays for Small Spaces (Figure 2). Lay a folding chair on the floor in front of each team at X. If folding chairs are not available, a straight-back chair may be laid on its side.

At the signal the first player runs forward, sets the chair up, sits on it, raises his feet off the floor, and hits them together, folds the chair, lays it on the floor, and returns, touching off the second player who repeats. Continue until all have run.

### Handkerchief Tying Relay

*Party, Club*

*All Ages*

Seat the players as described in Relays for Small Spaces (Figure 2). The players remain seated throughout. Give the first player a large handkerchief. At the signal he ties it around the left arm of the next player, between the elbow and shoulder. The second player unties it with his right hand and then ties it on the arm of the third player. The last player runs with the handkerchief to the first player to end the contest.

VARIATION.—Tie the handkerchief around the next player's neck instead of the arm.



### Bean Relay

*Parties*

*Juniors to Adults*

Arrange the teams as in Figure 2, and place a chair near each end of each team, about six feet in front. On the chair in front of the first player place a saucer containing two beans for each player on the team. On the chair at the other end place one empty saucer. Give the first player of each team a teaspoon.

At the signal the first player runs to the saucer, removes one bean with the spoon, runs and places it in the other saucer, then gives the spoon to Number 2 who repeats. When the last player has deposited his bean, he gives the spoon to Number 1 and the process is repeated. The team finishing first wins.

### Model Dressing Relay

*Party, Club*

*All Ages*

Arrange the teams as illustrated in Relays for Small Spaces (Figure 2). One player of each team acts as a model and stands at X. Give each team a suitcase or grip in which are articles of clothing, such as hats, neckties, scarfs, shawls, overshoes, aprons, raincoats, bathrobes, eye glasses, and so forth.

At the signal the first player opens the suitcase, withdraws an article and puts it on the model. The second player then puts on the second article. Continue until the model is dressed. The team finishing first wins. The model must not make any effort to assist the players in putting on the clothing.

Now a second contest starts, consisting of undressing the model and returning the articles to the suitcase. The team wins which first has its suitcase closed with all the articles inside.

### Playing Card Relay

*Party, Club*

*All Ages*

This contest is excellent for party and home use. Arrange the teams as illustrated in Relays for Small Spaces (Figure 2). Place a deck of playing cards on the floor at X in front of each team. Instruct the teams to lay out a run of spades. At the signal the first player runs forward, fingers through the deck, and picks out the deuce of spades and lays it on the floor, replaces the pack, returns and touches the second player, who picks out and lays the three of spades beside the deuce. Continue until the run of cards is complete, Ace is high. The team finishing first wins.

**VARIATION.**—The players remain seated. The first player holds the pack. At the signal he runs through the pack, picks out the two of spades and lays it on the floor in front of him. He then hands the deck on to the next player who takes out the three, and so on.

**INDIVIDUAL PLAYING CARD RACE.**—Card players seated at card tables enjoy this event as an individual contest. Give each player a pack of cards. One lays out a run of spades, the second of diamonds, the third of hearts and the fourth of clubs. No juggling of cards in the pack is permitted and only the next highest card may be removed from the pack at a time—that is, if two, three, and four spots are on the table, the player must next select the five spot from the pack and is not permitted to lay out the six spot even though he finds it before the five.

### Easter Egg Relay

*Party, Club*

*Juniors to Adults*

Arrange the players as described in Relays for Small Spaces (Figure 2). Give each player a teaspoon which is held in the mouth. Place a rubber egg or a hard-boiled egg in the spoon of the first player. At the signal the first player of each team transfers the egg to the spoon of the second player without using the hands. If the egg falls in the transfer the first player may pick it up in his spoon and then attempt the transfer again. In picking it up the egg may be steadied on the floor with the hands but must be picked up with the spoon in the mouth. The team wins that passes the egg down the line first.

### Alphabet Card Relay

*Party, Club*

*All Ages*

This is on the order of Playing Card Relay except that a set of large alphabet cards are used, such as described in Scouting for Words.

Divide the players into two or four teams and seat them as in Relays for Small Spaces (Figure 2). Place a pack of alphabet cards on a table or chair in front of each team. Give the first player of each team a handkerchief.

At the signal the first player runs to the pack, fingers through it and selects the letter A, returns, lays it on the floor in front of his chair, sits down and gives the handkerchief to the second player. The second player selects B and lays it in front of his chair. Continue until the entire alphabet is laid out. The team finishing first wins.

Each player must leave the pack of cards stacked up and face down after he secures his card.

### Numbers Up

*Party, School, Club*

*Intermediates and Adults*

Duplicate sets of numbers are needed, each number being painted on paper about six by eight inches in size. The numbers start with one and go to one-half the total number of players. Divide the players into two teams and pin a number on the front of each player. Each team holds the same numbers.

The teams stand or sit on opposite sides of the room. The leader calls any number provided it is not greater than the total of all the numbers held by one team. Players from each team run forward whose numbers will add up to the number announced. For example, if the number 63 is called, the numbers 1, 2, 4, 5, 6, 7, 8, 9, 10 and 11 might respond from each side.

The side first lining up enough numbers to make exactly the required sum, is awarded a number of points corresponding to the number of players used to make up the sum. In the above illustration the side would be given ten points.

Play for one hundred points or for the largest total in a specified length of time or largest total after fifteen numbers have been called.

### Word Spelling Relay

*Party, Schoolroom, Club*

*Juniors to Adults*

Divide the group into two or more teams and seat them as described in Relays for Small Spaces (Figure 2). On a table at X in front of each team, place a pack of alphabet cards, six inches in size, of the type described in Scouting for Words (page 58). Give the end player on the right of each team a handkerchief. The leader names a word and immediately the first player on the right of each team runs to the pack, finds the first letter of the word, runs back and gives the handkerchief to the second player, then stands in front of his line with the card held in front of him. The second player finds the second letter and so on. The team first spelling the word correctly scores one point for his team. The team scoring eleven points first wins.

Each player must leave the cards *face down* on the table after finding his card. After each word is spelled the cards are returned to the pack and shuffled.

Since there is only one of each letter in the alphabet pack, no word called can contain the same letter twice. Consequently the leader should prepare a list of words beforehand. Long words are desirable, but care should be taken not to select words which present too difficult a problem in spelling—this destroys the play aspect of the contest. It is well to start with simple words, then progress toward the longer and more difficult ones.

The following list may prove suggestive—the same letter does not appear twice in any of them.

Judge  
Claim  
Deity  
Shingle  
Author  
Country

Dynamo  
Conquer  
Dynastic  
Journey  
Virulent  
Spoilage

Republican  
Worshipful  
Scenario  
Caution  
Shield  
Captive

Senator  
Hoist  
Fraction  
Teapot  
Impulse  
Scarlet  
Homage  
Baptize  
Aversion

Harmonic  
Frowzy  
Geranium  
Feudalism  
Discountable  
Hexagon  
Urbanity  
Traveling  
Jaundice

Unsavory  
Jeopardy  
Laughter  
Javelin  
Sluice  
Jocular  
Democrat  
Terminal

### Animated Words (Animated Alphabet)

*Party, School, Club*

*Juniors to Adults*

For this interesting contest the players are divided into two teams and arranged facing each other as in Figure 3. The lines of players

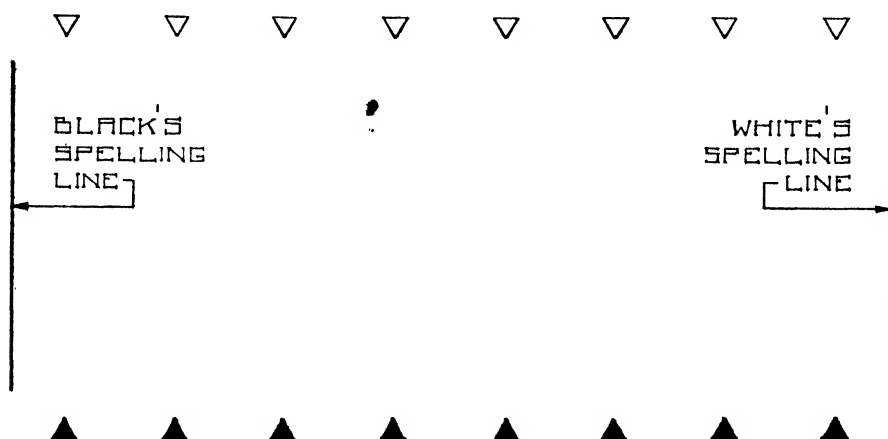


FIGURE 3

should be about fifteen feet apart. Make sure that each team understands where its spelling line is. Two packs of large alphabet cards are needed, such as described in *Scouting for Words* (page 58). Select as many letters from each pack as there are players on a team and give one letter to each player—the two teams should hold the same letters.

The leader calls a word and the players from each team holding letters in the word run to the spelling line, arrange themselves in the order in which the letters appear in the word and hold their letters up in front. The team wins that first spells the word with all letters held in plain sight. The leader picks the winner, keeps score, and announces the score after each word. The team wins that first scores eleven points.

The leader should select the letters to be used beforehand, and should hold a card in his hand on which is a list of the words that can be spelled with the letters that are held. The letters which appear most frequently in the English language should be selected. No word called should contain the same letter twice. The leader must take great care to announce the word loudly and very distinctly.

When there are eight players on a team use the following letters: A, E, T, R, M, B, O, C. The following words should then be on the card.

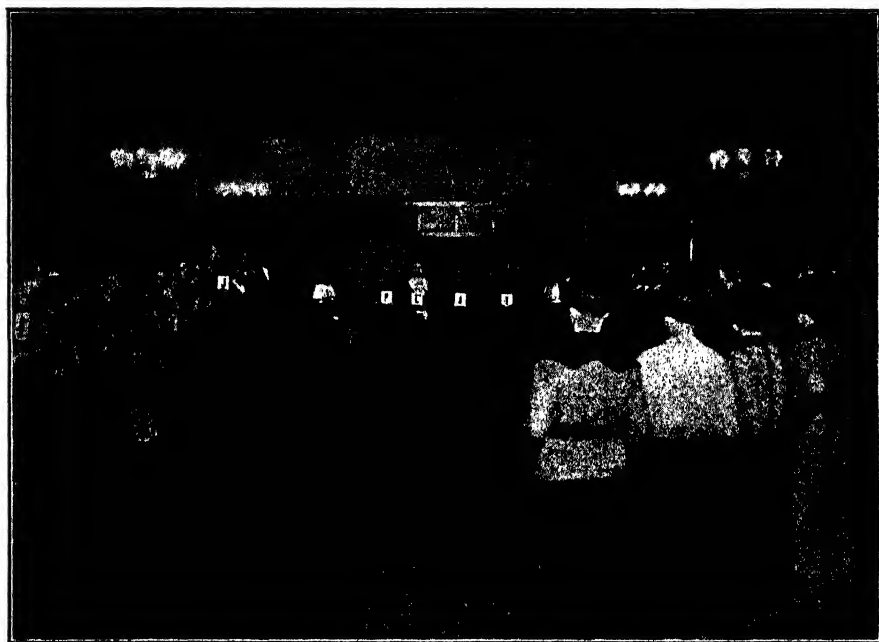
Care	More	Era
Tore	Bear	Rate
Mob	Mace	Boat
Race	Team	Amber
Rome	Beam	Trace
Mate	Brat	Cream
Come	Tear	Treat
Tame	Comb	Brace

When there are twelve players on a side add the following letters to the above list: I, L, Y, N. Use the following words:

Bait	Lace	Ontario
Omit	Only	Rain
Mice	Lame	Bale
Neat	Malt	Meal
Boil	Boy	Lice
Rice	Main	Real
Rail	Yale	In
Clay	Nice	On
Mail	Locate	Line
Oil	Money	Mole

When sixteen players on a team add to the above two lists of letters the following: U, D, F, G. The following words are then used:

Mule	Done	Flute
Game	Ready	Calf
Idle	Cage	Beam
Fudge	Fame	Trace
Fig	Brace	Bite
Route	Omit	Geranium
Date	Regular	Democrat
Beat	Made	Urbanity
Long	Lunatic	Terminal
Young	Fortune	Fraction
Faint	Clay	Country
Left	Draft	Comedy
Amber	Yearling	Ramble





### Candle Relay

*Party, Playground, Gymnasium, Club*

*Juniors to Adults*

The teams are arranged in parallel files. Give the first player of each team a candle and a box of matches. At the signal he lights the candle, runs with it to the turning line, returns and gives it and the matches to the second player who repeats. If the candle goes out the runner must stop and light it again before making further progress. Continue until all have run. The team finishing first wins.

PARTNER CANDLE RELAY.—The players run in couples, boy and girl. The girl carries the lighted candle and the boy the matches. Whenever the candle goes out the boy lights it. No progress may be made when the candle is out.

### Lighting Candle Relay

*Party, Playground, Gymnasium, Club*

*Juniors to Adults*

The teams are arranged in parallel files. Opposite each team on the turning line place a lighted candle on the floor. Give the first player of each team a box of matches. At the signal the first player runs to the candle, puts it out, lights it again, returns, and gives the matches to the second player who repeats. Continue until all have run. The team finishing first wins.

### Pillow Case Relay

*Party, Club*

*Intermediates to Adults*

An ordinary bed pillow in a pillow case is placed on the floor in front of each team. The players compete in couples (man and woman). At the signal the first couple of each team runs forward, the man removes the pillow from the case, and hands both to the lady who puts the pillow back in the case again. They drop the pillow, return, and touch off the next pair who repeat. Continue until all have run. The team finishing first wins.

### Vest Relay

*Party, Club*

*Intermediates to Adults*

This is a relay based upon the old trick of asking a man to unbutton his vest, then button it up. If he starts at the top and buttons *down* he loses.

Arrange the men of the party in two teams and have a judge watch each team. At the signal the first player unbuttons his vest and buttons it again, then hits the second player who repeats. Continue until all have buttoned their vests. The players think that the team finishing first will win, but the judges who watched the buttoning, award the event to the team on which most of the players buttoned their vests *up*.



### Necktie Relay

*Party, Club*

*Intermediates to Adults*

Arrange the teams in parallel files. Give the first player of each team a necktie. At the signal he puts on the necktie, ties it, and shakes hands with the second player. The second player unties the tie, takes it off the first player and ties it on himself. Continue down the line. The last player in the line, when he has tied the tie, runs forward and shakes hands with the first player to finish. The team finishing first wins.

### Elopement Relay

*Picnic, Party*

*Adults*

Each team needs a suitcase containing a number of articles of wearing apparel for both a man and a woman, such as a coat, hat, scarf, and so forth, and an umbrella. The teams are composed of couples (men and women), and stand in file facing the starting line.

At the signal the first couple opens the suitcase and each player puts on the clothing intended for the opposite sex. They close the suitcase, raise the umbrella and race to the turning line at the other side of the room, where they repack everything, return to the starting line and touch off the second couple who repeat. The team finishing first wins.

### Match Box Relay

*Party, Club, Picnic*

*Juniors to Adults*

This is an ideal relay for a mixed group. Arrange the teams in file at one side of the room, boys and girls alternating. Give the first player of each team a safety match box cover. At the signal, the first player of each team shoves the match box on his nose, runs to the other side of the room and back, and then shoves the match box cover on the nose of the second player without the use of the hands. The second player then repeats. Continue until all have run.

If the cover falls off, the player may set it on end on the floor with his hands, but must pick it up from then on with his nose only. If it falls off in the transfer, the first player must pick it up with his own nose and attempt the transfer again.

### Lip Card Relay

*Party, Club*

*Juniors to Adults*

The players are arranged in parallel files on one side of the room. Give the first player of each team a card three inches square which he places above his upper lip and holds by pushing his upper lip up against his nose. At the signal he runs across the room and back, and transfers the card to the second player's lip without the use of the hands. The second player then repeats. Continue until all have run.

If the card falls to the floor the player may set it up on edge on the

floor with his hands but must pick it up from this position by using only his lip and nose. If it falls in the transfer, the first player must pick it up with his own lip and attempt the transfer again.

### Bicycle Tire Relay

*Party, Club, Picnic*

*Juniors to Adults*

The players run in couples (boy and girl) so there should be an equal number of boys and girls on each team. Arrange the teams in file at one side of the room. Give the first player of each team an old bicycle tire.

At the signal, the first couple of each team slips the tire down over their heads to their waists, and when it is thus placed, run to the other side of the room and back inside the tire. On crossing the starting line, they remove the tire and give it to the second couple who repeat. Continue until all have run.

### String Winding Relay

*Party, Club*

*All Ages*

Arrange the teams in file. Give the first player of each team a ball of string. At the signal, the first player wraps the string around his body, hands it to the second who wraps it around his body, and so on. When the last player has wrapped it around his body he unwraps it and winds the string on the ball again, and hands the ball to the next player who repeats. The team wins that has its ball wound up first.

### Whisk Broom Relay

*Party*

*Juniors to Adults*

Arrange the teams in parallel files at one side of the room. Give the first player of each team a whisk broom and a sheet of paper about six inches square. At the signal he sweeps the paper across the room and back and gives the broom to Number 2 who repeats. Continue until all have run. The team finishing first wins.

### Chair Bouncing Relay

*Party, Club*

*Juniors to Adults*

This is a rather strenuous event for the men and boys. Arrange the teams in shuttle-relay fashion, with ten to fifteen feet of smooth floor between them. Place a strong straight-back chair in front of the first player of each team.

At the signal the first player leans over the back of the chair, grasps the sides of the seat, and lifts his legs off the floor. He is thus supported on his waist and arms. By jerking the chair back and forth he moves across to Number 2, gives him the chair; Number 2 then moves back to Number 3, and so on. The team wins that finishes first.

### Sitting Hoop Relay

*Parties, Picnics*

*Juniors to Adults*

Divide the players into teams and seat them on the floor in parallel lines. Give the first player of each team a barrel hoop. At the signal he goes through the hoop by passing it over his head and withdrawing it past his feet. He is not permitted to take a standing position while doing this. He then hands the hoop to the second player who repeats. Continue until all have handled the hoop. The team finishing first wins.

### Bag Bursting Relay

*Party, Club*

*All Ages*

This contest is frequently played with toy balloons, but paper bags serve the purpose entirely as well and are cheaper. Place a pile of paper sacks on the floor in front of each team at the opposite side of the room, one sack for each couple. The players compete in pairs, preferably a girl and a boy. At the signal the first couple of each team runs to the bags, the boy selects one, blows it up, twists the top and hands it to the girl, who breaks it on the boy's back. They then return and touch off the second couple who repeat.

Of course the team finishing first wins, but the fun and sociability developed by this relay is of more importance than the competitive angle. If winning is stressed too much, the bags will only be given a puff or two of air and then crumpled on the boy's back.

### Paper Bag Relay

*Party, Picnic*

*Juniors*

Arrange the teams in parallel files and a short distance in front of each team place a box or waste paper basket. Place a pile of paper bags in front of each team.

At the signal the first player picks up a bag and runs to the basket, blowing it up as he goes. He bursts the bag, throws it in the basket, and returns to touch off the second player who repeats. Continue until all have run. The team finishing first wins.

### Potato and Spoon Passing Relay

*Party, Club*

*Juniors to Adults*

Arrange the teams in parallel files at one end of the room. Give the first player of each team a spoon containing a potato. At the signal, the first player passes the spoon and potato to the second, and it is thus passed down the line. When the last man gets it, he runs to the opposite wall and back, starting the spoon down the line again. Continue until all have run. The spoon must be held by the handle only, and only one hand may be used. If the potato falls, it must be picked up in the spoon with one hand only.

# Balloon Sweeping Relay

*Playground, Gymnasium, Party, Club*

*Juniors to Adults*

Arrange the teams in parallel files. Place a toy balloon and a house broom on the floor in front of each team. At the signal the first player of each team sweeps the balloon to the turning line and back, giving the broom to the second player who repeats. Continue until all have run. The team finishing first wins.

# Balloon Batting Relay

*Party, Club, Playground, Picnic*

*Juniors to Adults*

Arrange the teams in parallel files. Give the first player of each team a toy balloon. At the signal the first player bats the balloon with his hand to the other end of the room or to the turning line, and then bats it back to the second player who repeats. Continue until all have run. The team finishing first wins.

# Balloon Kicking Relay

*Party, Club, Picnic*

*Juniors to Adults*

Arrange the teams in file at one side of the room. Give the first player of each team a toy balloon. At the signal, the first player kicks it across the room and back to the second player, who repeats. The balloon may not be touched with any part of the body except the feet and legs. Continue until all have run.

# Balloon Butting Relay

*Party, Club, Picnic*

*Juniors to Adults*

Arrange the teams in files at one side of the room and place a balloon on the floor in front of the first player of each team. At the signal, the first player butts the balloon across the room and back with his head, being permitted to touch it only with his head. The second player then repeats. Continue until all have run.

# Medley Social Relay

*Party, Picnic, Club*

*All Ages*

Divide the group into two teams; there should be a rather large number of players on each team. At the signal the first player of each team moves across the room and back by any method of locomotion he desires. He touches off the second player who repeats by some other method of locomotion. No two players may use the same method of making progress and considerable ingenuity will be required by those near the end of the lines. The team finishing first wins but the winning is not so important as the amusement caused by the methods devised to make progress.

### Sir Walter Raleigh's Relay

*Party, Picnic*

*Juniors to Adults*

This is a most interesting picnic and party contest. Arrange the teams in parallel files. The players compete in couples (boy and girl). The boy of the first couple of each team places two pieces of cardboard on the floor and his lady stands on them. At the signal, he moves one of them forward and she steps on it; he then quickly picks the back cardboard up and places it in front, and she steps on it. In this way the couples race to the other side of the room, they both join hands, run back, and give the cardboards to the second couple, who repeat. Continue until all have run.

### Old Sayings Race

*Parties, School*

*Juniors to Adults*

Seat the players in two rows about ten feet apart as in the diagram. At both ends of each row place a basket, box, or just place a folded newspaper on the floor (O in the diagram). A handkerchief is placed in the basket at one end of each line.

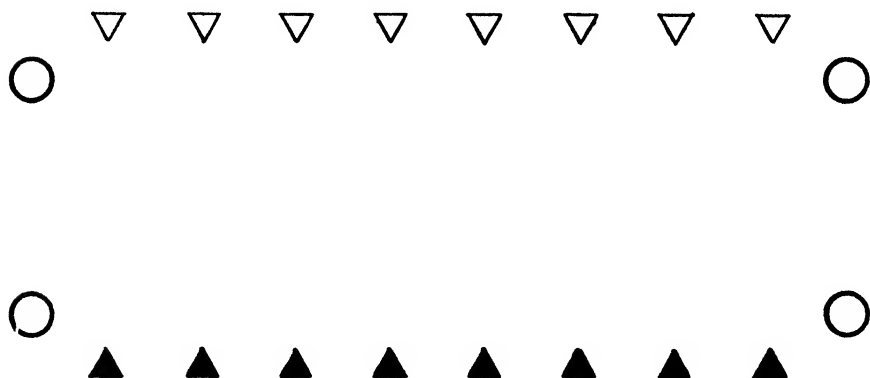


FIGURE 4

Give each player a name which is the last word of an old saying, such as "Ox" from "Strong as an Ox," "Razor" from "Sharp as a Razor." The two players of each team who sit opposite each other have the same name.

The leader calls out the first part of an old saying, such as "Strong as an —." Each of the two players who hold the word "ox" calls out the word, and runs to the handkerchief at the end of his line, takes it to the basket at the other end, and returns to his seat. The one reaching his seat first scores one point for his team. The team scoring eleven first wins. Call the old sayings at random to keep all alert.

*A suggested list of over fifty old sayings may be found under Old Sayings (page 33).*

## Affinities Race

*Parties, School*

*Juniors to Adults*

This is very similar to the Old Sayings Race. Arrange the teams in the same way (Figure 4). Instead of using the old sayings, each player is given a name which is the last word of an affinity, such as "Butter" from "Bread and Butter," "Eggs" from "Ham and Eggs." The players sitting opposite each other on the opposing teams hold the same name.

The leader calls the first part of an affinity such as "Bread and —." Each of the two opposing players holding the word "Butter" calls out the word, and runs to the handkerchief at the end of his line, puts it in the basket at the opposite end, and returns to his seat.

The player reaching his seat first scores one point for his team. The team wins which scores eleven points first.

*A list of fifty affinities may be found in Affinities (page 29).*

## Musical Race

*Parties, Social Gatherings*

*Juniors to Adults*

Divide the players into two teams and seat them as illustrated in the Old Sayings Race (Figure 4). Number the players of each team and give each the name of a well-known song. One player of each team will thus have the same song.

A pianist is needed. The pianist starts playing a song and each of the two players assigned that song runs, as soon as he recognizes it, to the basket at the end of his line in which the handkerchief has been placed, secures it, runs to the basket at the opposite end of the line, places the handkerchief in it, and returns to his seat. The one seated first scores one point for his team. The team scoring eleven points first wins.

The pianist should play the songs at random in order to keep all alert and expectant.

Any book of old-time songs will contain many with which all are sure to be familiar. The list should be carefully selected beforehand and a card prepared for the pianist.

If it fits the occasion, a list of popular hits of the moment may be used.

## Seats for the Ladies

*Party, Club*

*Juniors to Adults*

Arrange the teams in parallel files. An equal number of boys and girls should be on each team, arranged in pairs. The boy of the first couple of each team has a folding chair.

At the signal the first pair of each team runs to the other side of the room. The boy sets up the chair, the girl sits on it, raises her feet off the floor, and hits them together, then gets up and the boy picks

up the chair and they run back, giving the chair to the second couple. Continue until all have run. The team finishing first wins.

### Chair Sitting and Passing Relay

*Gymnasium, Club, Party*

*Juniors to Adults*

This contest is excellent for those occasions where competitive events are wanted which do not require running and which can be staged in a small space.

Divide the group into two teams and arrange them in ranks facing each other. Give the end player of each team a chair. At the signal the end player sits on the chair, picks his feet off the floor, stands, and gives the chair to the next player, who sits and raises his feet. In this way the chair is passed down the line to the end player and then back again to the starting end. The team finishing first wins.

### Clothespin Jumping Relay

*Picnic, Party, Gymnasium, Playground*

*Juniors to Adults*

Stretch a clothesline tightly across the turning line and opposite each team hang a clothespin on it for each member of the team. The pins are hung so that the head points down and should be high enough so that the players have to jump off the floor to grasp the clothespin in the mouth. Arrange the teams at the starting line in parallel files. In front of each team place a container for the clothespins.

At the signal the first player of each team runs to the clothesline, jumps and grasps a clothespin in his mouth, runs back and drops it in the container, then touches off the second player who repeats. Continue until all have run. The team finishing first wins.

### Artist's Relay

*Party, Club, Schoolroom*

*Juniors to Adults*

A blackboard is needed for this event. Arrange the teams in parallel files in front of it. The leader assigns each team an animal or bird. At the signal the first player runs to the board, outlines the animal roughly, returns and gives the chalk to the second player, who adds his contribution to the drawing. Continue until the last player's turn comes—it is his duty to complete the drawing. The team wins that presents the best drawing in the estimation of the judges.

### Soda Straw Relay

*Party, Dining Table*

*All Ages*

The relay is particularly fitting at a long table after refreshments have been served. Those on each side of the table constitute a team. Give each player a glass or cup, and a soda straw. Put a dozen small beans in the glass of the end player of each team.

At the signal the end player of each team lifts a bean by inhaling on the straw and places it in the second player's glass. The second player immediately transfers it in the same manner to the third player's glass. The first player transfers all his beans to the second player as rapidly as possible and they are then passed to the end of the line. The team wins that first transfers all the beans to the last player's glass.

### Peanut Stabbing Relay

*Parties, Dinners*

*All Ages*

This event is ideal when the players are seated at a long table for refreshments. Those seated at each side of the table constitute a team. Give the end player of each team a bowl containing thirty peanuts and a hat pin or toothpick. At the signal, the first player stabs a peanut with the hat pin, then hands the bowl and hat pin to the second player, who repeats. Thus the bowl goes up and down the table until all the peanuts are removed. The team finishing first wins.

### Rice Relay

*Parties, Dinners*

*Juniors to Adults*

This relay works best when the players are seated at a long dining table after refreshments. Those on each side of the table constitute a team. Give the end player of each team a cup with twenty-five pieces of rice in it, and give each player two toothpicks.

At the signal the first player removes one piece of rice, using the toothpicks in chopstick fashion, and hands the cup to the second player who repeats. The cup is thus passed up and down the table until all the rice is removed. The team finishing first wins.

### China Passing Relay

*Dining Table*

*Intermediates to Adults*

This relay is usable when there are two or more long dining tables of guests. Give the end player of each table three pieces of china of different shapes, such as a small plate, a cup, and a tumbler. At the signal, he passes one piece to the player at his right, who immediately passes it on. The first player then gives the second player the second piece and then the third. The table wins that first gets the three pieces back to the first player.

### Soap Bubble Contest

*Party, Home*

*Juniors*

Soap bubbles will last longer and can be blown larger if the solution is prepared as follows: Fill a fruit jar two-thirds full of water, add finely shaved castile soap, four tablespoonfuls of glycerine, and a teaspoonful of sugar. Shake well, strain through a cloth, pour back in



the jar, and let stand an hour or two. Water coloring may be added for colored bubbles.

Bubbles may be blown with clay pipes or straws. When straws are used, slit one end of the straw on four sides for a half-inch and spread the cut parts.

To conduct the contest, stretch a rope five feet from the floor, divide the group into two teams, and place one team on each side. Each player blows bubbles and attempts to blow them over the rope. Each player blowing one over scores one point for his team.

WICKET BUBBLE BLOWING.—Make a wicket or arch by bending a wire and inserting the ends in two bottles. The wicket should be about fifteen inches wide and a foot high. Place it in the center of a large table. The players sit at the ends of the table, make bubbles and try to blow them through the wicket. Each bubble going through scores one point.

LARGEST BUBBLE.—The player that blows the largest bubble and releases it from his pipe wins.

### Form A

*Club, Party*

*Juniors to Adults*

Divide the group into teams of about twelve players each, and line them up in rows. The leader calls a letter, A for example, and the players of each team immediately arrange themselves in the letter A. The team forming a recognizable letter first wins.

The contest may also be played by having the players lie on the floor to form the letter.

## CHAPTER VII

### ROTATIVE PARTY GAMES AND CONTESTS

**R**OTATIVE and progressive parties are increasing in popularity tremendously, and rightly so, for there is no better device for handling an evening of games in which all are expected to participate. In this plan, several simple games are in progress at the same time in different parts of the home or hall. The players are divided into groups of four and play each game five minutes, then move on to the next. Each group thus plays all the games in the course of the evening.

In the progressive party scheme, the two highest point winners in a game move on to the next game, and the other two remain. In the rotative party plan, all of the players move on to another game after five minutes of play at one game. *Needless to say, the rotative plan is much to be preferred.*

There are two acceptable systems of rotation which may be used:

1. Each of the groups of four is divided into two pairs of partners. When the playing period for one game is over, one pair moves on to the next game in one direction and the other pair moves to the next game in the other direction. All the players thus play all the games. The players compete for the highest individual score. This plan has the advantage of allowing each player to play with at least half of the guests present.

2. Each group of four stays intact all evening, and when the playing time for one game has expired, they move on to the next game. This plan makes it possible to compete both for the highest individual score and the highest team score. It has the further advantage of being less confusing and more easily handled than the first plan.

Which of these two plans is to be used is a matter of personal preference. The second plan described is the one developed in this chapter.

Careful planning is necessary if the rotative party is to be fully successful. There are several points which must be kept in mind in handling the preliminary arrangements and directing the play:

*Games.*—The games should be very simple, easy to understand, and require no practice. It is to the credit of the rotative party that the simplest of contests are used to the complete enjoyment of all ages of

people. The group may be composed of both sexes and vary in age from eight to eighty, yet the games listed in this chapter will be played enthusiastically and prove intriguing to all concerned. Many of these games may appear childish in the reading, but one has but to try them in the rotative setting to be convinced of their appeal. To attempt the party with more complicated contests will probably mean failure.

*Preliminary Arrangements.*—All equipment should be at hand and the games completely set up in the place where they are to be played before the group arrives. Each game should be numbered on a large card which is hung on the wall over it, indicating the order in which the games are to be played.

*Score Cards.*—A score card should be prepared for each group beforehand, similar to that shown in the illustration. Each score card is numbered at the top. This number indicates to the group which game it is to start playing; that is, if a group is handed score card Number 3, it starts playing game Number 3.

### ROTATIVE PARTY

Score Card No. ———

Game Number	Janet Hall	Bill Nye	Betty Gie	Joe Dodd	Total
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____
7	_____	_____	_____	_____	_____
8	_____	_____	_____	_____	_____
9	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____
TOTAL	_____	_____	_____	_____	_____

*Teams and Captains.*—When the guests arrive, divide them into teams of four and have each elect a captain. Give the captains the score cards and explain to them the method of scoring, plan of rotation, and general rules for the evening. Make the captains realize that the success of their teams will depend upon their leadership in enforcing the rules and caring for the details.

*Rotation.*—As soon as the teams receive their score cards they go to the games they are to start playing. Play does not start until the signal is given. After five minutes of play, the signal to stop is given, then one minute is allowed to record the scores and move to the next

game. The starting signal for the next game is then given. Play must stop instantly when the stopping signal is given.

If there are ten games, the team that completes Number 10 moves to game Number 1 next.

*Scoring.*—Each time a player successfully completes the stunt called for in any contest he scores one point. In games where first, second, and third places are decided, first place scores three points, second place two, and third place one.

The vogue in rotative parties is to give large scores for winning. Thus one is frequently given 100 points or 1,000 points for winning a game or successfully completing the stunt that the game requires. Any number of points may be given, but for convenience in description, one point is given in the games presented below.

Make it clear that if the players play rapidly during the five minutes allowed, they will have many more opportunities to score than if they play leisurely.

*The players in each group must compete in order, and in no case should a team be allowed to have its best player participate more often than the others in order to score more points for the team.*

*Leaders.*—Rotative parties are most successful where there is a leader stationed at each game throughout the evening to explain the game and referee the play. If this is impossible, post typed rules at each game, and explain each game to the captains before the party starts.

## Chair Quoits

*Party, Home, Club*

*Juniors to Adults*

Place a piano stool or any stool upside down so that the legs extend into the air. Failing to find a stool, a chair may be inverted on top of another chair. Rope quoits are used made as described under Rope Quoits.

The players take turns in throwing. Each throws four quoits each turn, attempting to put one on each leg of the stool. One point is scored for each leg ringed, and three points additional for ringing all four legs. The throwing line is about eight feet distant.

## Bottle Quoits

*Home, Party*

*Juniors to Adults*

Four tall-necked bottles on the order of wine bottles or quart gingerale bottles are needed, and also two similarly shaped pint bottles. Place the tall bottles one on each corner of a three foot square on the floor. Place the two small bottles in the center about three inches from each other, or just far enough apart so that the hoop will pass over both necks. For hoops, use six-inch embroidery hoops. Establish a throwing line ten feet or farther from one side of the square.

The players take turns in throwing, each throwing two hoops each turn. A hoop ringing one of the corner bottles, or one of the center bottles scores one point; a hoop ringing both of the center bottles scores three points.

When the contest is not used in a rotative party, twenty-one points is the game.

### Fruit Jar Ring Quoits

*Home, Party, Club*

*Juniors to Adults*

A board six inches square and one inch thick is needed. In the center drive a large nail. Place the board on a table. Can rubbers such as are used on fruit jars are used for the quoits. The throwing line is nine to eight feet distant.

The game is played as in regular Quoits. Ringers score three points; one point is scored for each of the two rings that lie nearest the peg. Rings that do not touch the board are disregarded. Twenty-one points constitute the game.

In rotative parties, all four of the players throw one ring each, and the nearest ring scores one point. Then all throw again, and so on till the time is up.

### Clothespin Ring Toss

*Home, Party, Club*

*Juniors to Adults*

This is an excellent contest for rotative parties. In the bottom of a cardboard box insert four clothespins in a square, and in the center of the square insert a fifth clothespin. From a distance of about ten feet, toss fruit-jar rubbers at the clothespins. Each player throws five rubbers each turn. Each ringer scores one point; ringing all five clothespins scores three additional points.

### Disk Quoits

*Home, Party, Club*

*Juniors to Adults*

Draw three concentric circles on the floor, six, twelve, and eighteen inches in diameter. From a line twelve to fifteen feet distant, slide table coasters in an effort to cause them to rest in the circles. The inner circle scores three, the next two, and the outer circle one. A pad scores in the circle in which most of its area rests.

### Washer Pitching

*Party, Home, Sidewalk, Club*

*Juniors to Adults*

Draw a target on the floor or sidewalk with chalk. It consists of three concentric circles, eight, sixteen, and twenty-four inches in diameter. Number the circles 3, 2, and 1. Purchase from the hardware store a dozen of the largest washers obtainable—they can probably be obtained measuring four inches in diameter. Establish a throwing line twelve to fifteen feet from the target.

The players take turns in throwing or sliding the washers at the target. Each throws three washers each turn. The washer scores in the ring in which the largest portion of it rests. Twenty-one points is the game.

In rotative parties, the play continues until the time is up.

### Party, Home, Club **Beanbag Throwing** *Juniors to Adults*

As physical activity, throwing beanbags at holes in a beanbag board is acceptable only for small children. As social play, it is appealing to all ages. One has but to try it with adults to be convinced. At one occasion recently a tournament was held at an outing of business men and was engaged in with zest and much shouting; on another occa-

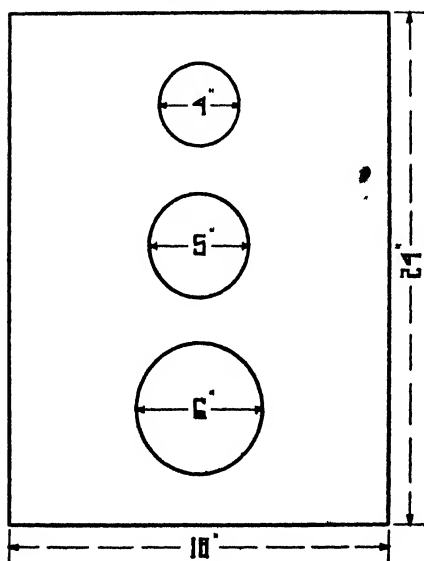


FIGURE 5

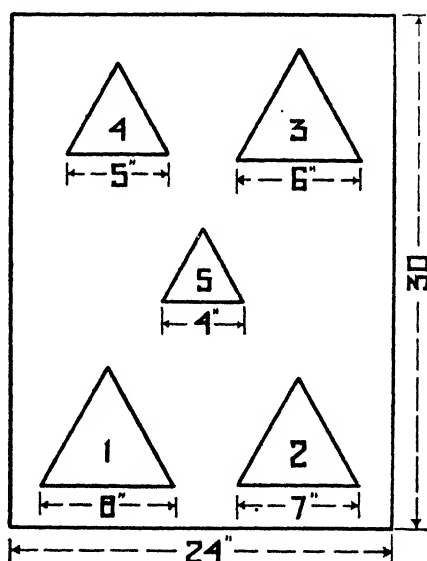


FIGURE 6

sion, a party for middle aged women, the beanbag board was so popular the remainder of the program suffered.

There are two types of beanbag boards that may be used: The one shown in Figure 5 is twenty-four inches high and eighteen inches long, and has three round holes cut in it, the upper one four inches in diameter, the middle one five inches, and the lower one six inches. The upper hole counts three, the middle hole two, and the lower hole one.

The board illustrated in Figure 6 is twenty-four inches wide and thirty inches high. It has five triangular holes varying in size from four to eight inches, as shown in the diagram. The holes score 5, 4, 3, 2, and 1 depending on the size.

The board is set at a forty-five degree angle and the throwing line is ten feet away. Each contestant throws three bags each turn.

### Beanbag Waste-Basket Pitch

*Party, Home, Club*

*Juniors to Adults*

Instead of using a beanbag board or target, set a small waste-basket or umbrella holder in the center of the room. Establish a throwing line fifteen feet distant. Each beanbag tossed in the basket scores one point. The players throw in turn, three beanbags each turn. As a party contest, this will be played by adults with enthusiasm.

### Waste-Basket Throw

*Party, Home, Club*

*Juniors to Adults*

This little contest, characteristic of the home play of boys and girls, has been known to fascinate adults for long periods when used as a rotative-party game. It is a social adaptation of Twenty-One.

Place a waste-basket in the corner of a room. The contestants take turns in throwing for it from a line fifteen feet away. Tennis balls or soft rubber balls slightly larger are used. Each player throws three balls each turn. Each basket made scores one point. The balls may be thrown into the basket either directly or by bouncing against the wall.

**WASTE-BASKET BOUNCE THROW.**—The ball must be bounced from the floor into the basket instead of thrown directly for it. This is more difficult and usually more interesting.

### Paper Plate Toss

*Party, Home*

*Juniors to Adults*

Place a waste-paper basket, large kettle, or hat box on the floor. From a line ten feet distant, toss paper plates or large table coasters into the container. The players have three attempts each turn, and each successful effort scores one point.

### Peanut Target Throw

*Party, Home*

*Juniors to Adults*

Place a dishpan in the center of the floor; inside it place a wash basin or kettle, and in this place a tin cup. Establish a throwing line ten feet distant.

Each player throws three peanuts each turn. Those landing in the tin cup score three; in the wash basin, two; and in the dishpan, one.

**VARIATION.**—Instead of using the pans, place a hat or basin of similar size in the center of the floor. From a throwing line twelve feet distant, the players in turn throw peanuts attempting to put them in the hat. Each throws three peanuts each turn.

## Umbrella Toss

*Home, Party*

*Juniors to Adults*

This is a very successful contest for rotative parties. Open an umbrella and place it upside down on the floor. From a line four feet distant toss a marble shooter or jack ball so that it bounces and falls in the umbrella. One point is scored each time the ball remains in the umbrella. This is difficult for the reason that the ball usually rolls out of the umbrella.

## Muffin Pan Penny Toss

*Party, Home, Club*

*Juniors to Adults*

This little contest appeals strongly. It serves admirably in rotative parties.

An ordinary muffin pan is needed. Cut out cardboard disks and fit one into the bottom of each compartment of the pan. Set a book on end against the wall and lean the pan against it with the top edge of the pan resting on the top of the book. The pan thus sets at an angle. Draw a throwing line nine feet away from the pan. Give each player three pennies or better still, washers of the size of pennies.

The players throw in turn, each tossing three pennies each turn. The thrower places his knees on the throwing line and may reach as far over the line as he chooses. He scores the number of points designated by the compartments of the pan in which his pennies rest.

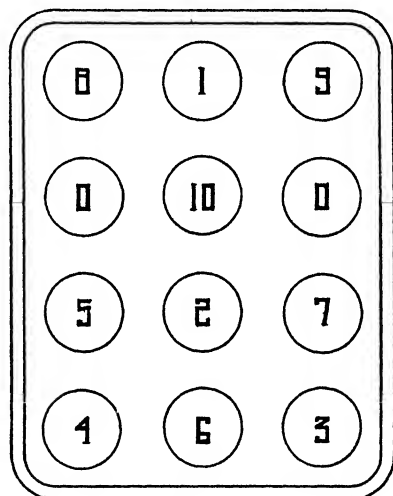


FIGURE 7

When not used in the rotative party plan, the player wins who makes twenty-one first.

## Hoop Target

*Party, Home, Club*

*Juniors to Adults*

This is another of those simple little contests which appear too simple in the reading, but which, when properly staged, have an appeal for all ages.

Place a wooden barrel hoop flat on the floor against a wall. Three balls are needed of different types and action, such as a baseball, a golf ball, and a tennis ball. The throwing line is ten feet distant. The players take turns in attempting to toss or roll balls into the hoop. Each player rolls all three balls each turn.

One point is scored for each ball that comes to rest in the hoop.



### Calendar Toss

*Home, Party*

*Juniors to Adults*

Place a calendar containing large numbers on a table. From a line eight feet distant toss milk-bottle tops so that they will fall on the calendar. Each top scores the amount of the number on which it rests. If the top touches two numbers it scores the amount of the higher number. Each player has three throws each turn.

### Egg Roll

*Home, Party*

*Juniors to Adults*

Cut a six-inch disk of cardboard and then cut out the center so that a cardboard ring one inch wide remains. Place the ring on a table. From a line four feet distant roll hardboiled eggs or china nest eggs, endeavoring to cause them to enter and remain in the ring. Each egg remaining in the ring scores one point.

### Egg Handling

*Party, Home*

*Juniors to Adults*

Place a china egg or rubber egg on the table with an egg cup beside it. The first player attempts to pick up the egg with a wooden mixing spoon and deposit it upright in the egg cup without tipping the cup over. Each has three tries each turn and scores one point for each successful effort.

### Golf Tee Tenpins

*Home, Party*

*Juniors to Adults*

An excellent rotative party game of tenpins may be played with golf tees. Arrange ten tees on a table in the triangular form used in Bowling. On a line about eight inches distant, place a button and snap it with the finger, endeavoring to knock down the tees. Each snaps two buttons each turn. Score as in Bowling: knocking all the tees down with one button scores a strike; all knocked down with two buttons scores a spare. (For method of scoring, see Bowling, in *Active Games and Contests*.)

### Disk Roll

*Home, Party, Club*

*Juniors to Adults*

Disk rolling contests are excellent for rotative parties. In the side of a wooden packing box, cut five upright slots one inch wide and two inches apart. From a line six feet in front of the box, toll kettle covers, hot-plate pads, or table coasters at the box in an effort to roll them through the slots into the box. The center slot scores three, the next either side two, and the end slots one. The disks must be rolled, not thrown.

## Cards in the Hat

*Home, Party*

*Juniors to Adults*

Simple as it is, this most intriguing contest has been known to fascinate for hours. Boys and girls like to flip cards for distance and accuracy, and curiously enough adults find this pastime particularly to their liking.

Place a stiff hat on the floor in front of a chair so that when a player sits in the chair, the hat is five feet from his front foot. The player holding a pack of playing cards in his left hand places his right elbow on his right knee and attempts to flip the cards into the hat with his right hand, one at a time. The cards are not thrown, but flicked with the wrist.



The player flicks the entire deck of fifty-two cards and scores one for each card in the hat when he is finished. Cards on the brim do not count but may be knocked in by subsequent cards. First efforts are sure to be discouraging but the knack soon comes with practice.

Two players may play at once, using decks of differently colored cards.

## Card Dropping

*Party, Home*

*Juniors to Adults*

Place a hat on the floor behind a straight-back chair. The chair should have a rather high back. Each player is given ten playing cards. In turn, each stands in front of the chair, reaches over and attempts to drop his cards, one at a time, into the hat without touching the chair. This sounds very simple, but the cards have a way of evading the hat, and the event invariably proves intriguing.

## Clothespin Drop

*Party, Home*

*Juniors to Adults*

Place a quart milk bottle behind a straight-backed chair. The players stand in front of the chair, reach over and attempt to drop clothespins into the bottle. Each pin dropped in scores one point.

## Bean Bottle

*Party, Home*

*Juniors to Adults*

Place a milk bottle on the floor behind a straight-back chair. Give each player ten beans. Each in turn stands in front of the chair, reaches over and attempts to drop the beans, one at a time, into the bottle without touching the chair. If you think it is too simple, try it.

### Potato Jab

*Party, Home, Council Ring*

*Juniors to Adults*

Give the contestant a potato and a fork. He tosses the potato in the air and attempts to catch it on the prongs of the fork as it falls. It will be necessary to throw the potato quite high, in order to cause it to stick. Each contestant is given three attempts each turn, and each successful attempt scores one point.

### Ping-Pong Bounceball

*Party, Home*

*Juniors to Adults*

Place an egg carton with twelve compartments on the floor. From a line six to eight feet distant, bounce a ping-pong ball on the floor, attempting to cause it to fall into the carton. To score, the ball must remain in one of the compartments. Each contestant has three attempts each turn, and each time the ball remains in the carton one point is scored.

### Feeding the Elephant

*Party, Home*

*Juniors to Adults*

Roll a sheet of paper into a funnel with a diameter of one foot, and place it on a table. This is the elephant's mouth. About twelve feet away establish a throwing line.

The players take turns in trying to throw peanuts into the elephant's mouth. Each player is given twelve peanuts and throws three each turn. Each successful throw scores one point.

### Bean Shooter Contest

*Party, Club*

*Juniors to Adults*

Place a pan or kettle on the floor. Provide a box of soda straws and a box of large matches. Each player takes turns in attempting to shoot matches into the pan with a soda straw used as a bean shooter. Each takes five shots each turn. The matches must remain in the pan to score. Each match so remaining scores one point.

### Funnel Ball

*Party, Home*

*Juniors to Adults*

Provide the first player with a rubber ball and a funnel. He bounces the ball from the floor to a wall and attempts to catch it in the funnel on the rebound. He scores one point for each catch.

### Ping-Pong Ball Blow for Distance

*Party, Home, Indoor Council Ring*

*Juniors to Adults*

This requires a smooth floor which has a straight-away of about twenty-five feet. Place a ping-pong ball on the floor at the starting line, and each in turn blows it to see who can blow it the farthest.

Since the ball usually curves and starts back toward the starting line, the greatest distance it reaches away from the starting line is credited as the distance. Close the windows to keep all drafts out.

After each of the four members of a group have blown, one point is credited to the winner, then all blow again until the time is up.

*Party, Club, Home* **Bottle Top Toss** *Juniors to Adults*

Draw the target shown in Figure 8 on the floor. Each circle should be about ten inches in diameter. From a line fifteen feet away toss

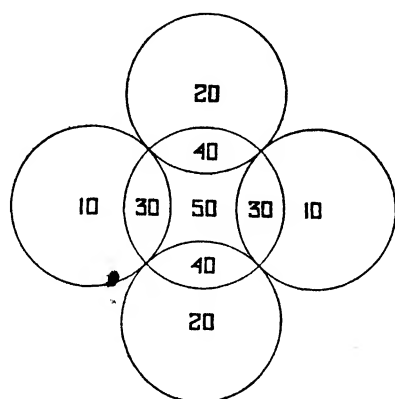


FIGURE 8

bottle tops at it. Each player throws five tops each turn. Each scores in the area in which the tops rest when all five have been tossed.

*Party, Club* **Ping-Pong Ball Roll** *Juniors to Adults*

Set up a stick on the floor. From a throwing line twenty feet distant, the players roll ping-pong balls at the stick, and the one wins whose ball hits or comes to rest nearest the stick. All roll one ball and the winner of each round receives one point.

*Party, Club* **False Alarm** *Juniors to Adults*

Hang a bell in the center of a barrel hoop and suspend the hoop vertically from the ceiling so that it is about five feet from the floor. Each player in turn throws three tennis balls, attempting to put them through the hoop without ringing the bell. Each successful throw scores one point, and each time the bell is rung one point is deducted.

*Party, Club* **Ring Catching** *Juniors to Adults*

Provide two canes and six small embroidery hoops. Two players hold the canes and the other two toss the rings for them from a line

twelve feet distant. They try to catch the hoops on the cane. After twelve hoops have been thrown, they change places, and the throwers take the canes. Each hoop caught scores one point.

### Checker Snapping

*Home, Party*

*Juniors to Adults*

On a cardboard twelve by twenty-four inches in size draw three concentric circles as illustrated.

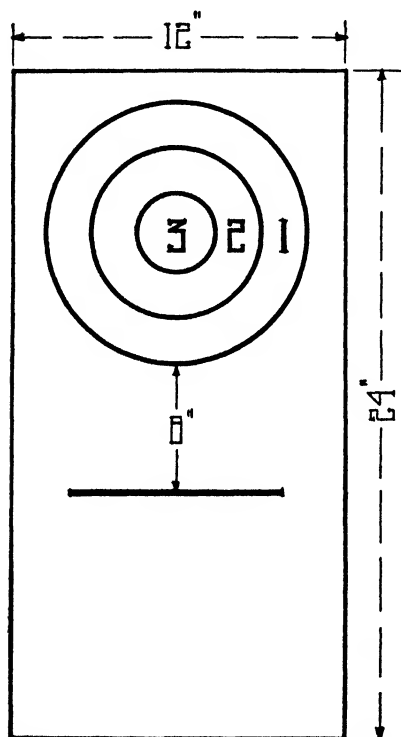


FIGURE 9

These are three, six, and nine inches in diameter. Number the circles 3, 2, and 1. The snapping line is eight inches from the outer circle. Place the cardboard on a table and place a book against the back end of the card and one against either side of the card at the bull's-eye end to stop the checkers.

A checker is placed at the snapping line, held on its side with the index finger of the left hand, and snapped with a finger of the right hand. It scores in the circle in which the greater part of it rests. The players take turns in shooting, taking three snaps each turn.

When not used in the rotative party plan the player wins who reaches twenty-one first or goes farthest beyond it when all have had an equal number of snaps.

### Target Spin

*Home, Party*

*Juniors to Adults*

A top of the type spun by the fingers is needed. This may be purchased or it may be made by sawing a large spool in two and whittling it down to a cone shape. Insert a peg through the hole, sharpen the end for the point of the top, and allow the handle to extend an inch above the top. Make a target on cardboard by drawing five concentric circles, two, four, six, eight, and ten inches in diameter. Number the circles from the center out 9, 7, 5, 3, and 1, as on an archery target.

The players spin the top in turn on the target. It scores in the circle in which the point rests when it stops spinning. They continue to spin until the time is up.

When not used in the rotative party plan, twenty-one points is the game.

### Checker Flipping

*Home, Party, Train*

*Juniors*

Place four checkers in a square on the table. The checkers should be four inches apart. Two feet distant lay one checker. The players take turns in attempting to snap the checker with the finger so that it will come to rest inside the four checkers without displacing any of them.

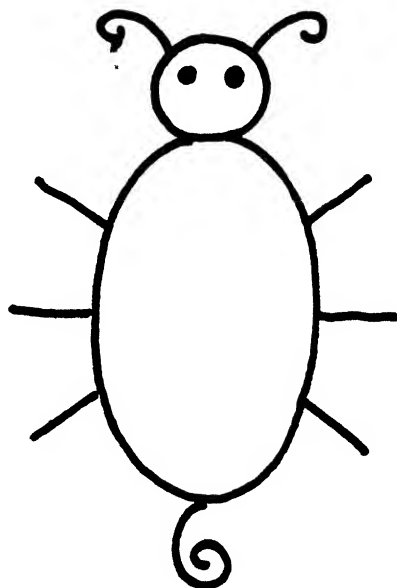
A checker coming to rest inside the square of four counts two; if it is partly inside it counts one.

### Cootie

*Party, Home, Club, Train*

*Juniors to Adults*

This interesting contest calls for a die made of a lump of sugar or cube of wood of similar size. On each side of it one of the following



letters are printed: B, H, L, A, E, T. B stands for body, H for head, L for legs, A for antenna, E for eyes, and T for tail. An ordinary die may be used, with 1 standing for B, 2 for H, 3 for L, 4 for A, 5 for E, and 6 for T.

The cube is placed in a cup from which it is rolled. Each player is given a paper and pencil. The players take turns in rolling the cube. When a player rolls the letter B he draws an oblong figure on his paper to represent the body of a cootie, and is entitled to another roll.

If he rolls L (leg), H (head), or T (tail) he adds that part of the body to the cootie. However, if he rolls any of these parts before he rolls B (body) he cannot add them. Likewise, if he rolls E (eye) or A (antenna) before he rolls H (head) he cannot add them because the cootie does not have a head yet. When the player rolls a letter that can be used in the construction of the cootie, he is entitled to another roll.

The person completing the cootie first wins. It must be remembered, however, that a cootie has six legs, two eyes, and two antennæ, and of course one body, one head, and one tail. In other words, there are thirteen parts of the body, and the player completing the cootie first scores thirteen points and the other players score one for each part of the body they have added.

### Tiddle-de-Wink Snap

*Party, Home*

*Juniors to Adults*

Draw a one-foot circle on a table and place a tumbler in its center. Mark four points on the table one inch outside the circle in four different directions. The players take turns in attempting to snap tiddle-de-winks into the tumbler, snapping four each turn, one from each of the four points outside the circle. Each successful snap scores one point.

### Penny Roll

*Party, Home*

*Juniors to Adults*

Place a safety-match box cover on its side on a table with its end against a book. From a line two feet away, the players attempt to roll pennies into the cover. Each penny entering the cover scores one point.

### Flipping Teaspoons

*Party, Home*

*Juniors to Adults*

Place a tumbler on the table and beside it place two teaspoons so that the handle end of one overlaps the handle end of the other an inch or so. The players strike the bowl of one spoon with the fist, attempting to flip the other spoon into the tumbler. Each successful attempt scores one point.

### Match-Stick Jack Straws

*Home, Party*

*Juniors to Adults*

Place a handful of matches of the large size in a heap on the table. The first player takes two toothpicks and using them as tweezers, attempts to remove a match without disturbing any of the other matches. If he succeeds he continues, but if he fails he passes the toothpicks to the next player who tries. When all the matches have been removed, the player with the most matches wins. Each match removed scores one point.

### Coin Snap

*Home, Party*

*Juniors to Adults*

Lay a three-inch card on the end of the left forefinger and place a quarter or a smaller coin on the card directly over the finger. The stunt is to snap the card from under the coin so that the coin will still remain on the finger. Do not use a coin larger than a quarter. Each successful effort scores one point.

### Cork Snap

*Party, Home*

*Juniors to Adults*

Place a bottle on the end of a table with the cork resting on top without being inserted. The first player stands ten feet away from the table, holds his arm out in front at full length, and walks toward the bottle, attempting to snap the cork off by snapping it with the middle finger. The palm of the hand must be kept down and the player may not hesitate as he nears the bottle.

Very few will be able to snap the cork on the first attempt. Each successful snap scores one point.

### Hitting the Penny

*Party, Home*

*Juniors to Adults*

This is similar to the Cork Snap. Place a penny on your forefinger and hold the hand out at arm's length in front. The player stands ten feet away holding a lead pencil horizontally at arm's length in front. He *closes one eye*, walks straight toward the penny and tries to knock it off with one blow of the pencil. The feat is easy with both eyes open. Each successful try scores one point.

**POKING THE RING.**—Instead of holding a penny, a ring is held between thumb and forefinger. The player tries to poke the pencil through the ring.

### Pointless Dart Throw

*Party, Club, Home*

*Juniors to Adults*

Hang a six-inch embroidery hoop or a deck-tennis ring from the ceiling. Remove the points from a half dozen darts. From a line about ten feet away, the players take turns in throwing the six darts, endeavoring to put them through the hoop. Someone can hold the hoop to steady it. Each successful throw scores one point.

### Shuttlecock Hoop Toss

*Party, Club, Home*

*Juniors to Adults*

Suspend a barrel hoop from the ceiling and, fifteen to twenty feet distant, mark a throwing line. The players attempt to throw a shuttlecock through the hoop. Each successful throw scores one point.



### Shuttlecock Target Toss

*Party, Club, Home*

*Juniors to Adults*

Draw the diagram shown in Figure 10 on the floor. From a line fifteen or more feet distant the players take turns in throwing a shuttlecock, endeavoring to make it fall into the scoring areas.

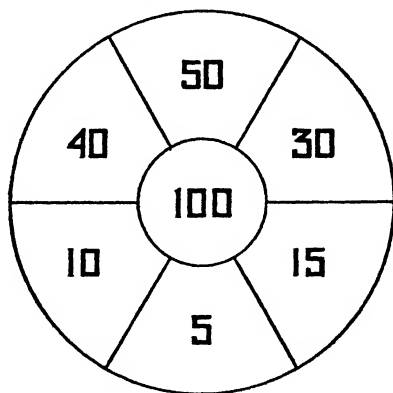


FIGURE 10

### Party Golf

*Home, Party, Club*

*Juniors to Adults*

Nine small boxes or small baskets are placed about the house at considerable distance apart. They may be scattered through several rooms and even upstairs as well as down. The more "hazards" between them the better. The baskets are numbered and the "tees" marked. Each player is given a beanbag.

In true golf style, the players toss their beanbags for the first basket and then on to the remainder, keeping count of the throws. The player wins who completes the nine "holes" in the fewest throws.

In rotative parties, the winner of each hole scores one point.

PEANUT PARTY GOLF.—Place the "holes" closer together and use peanuts for balls instead of beanbags.

### Golf Target-board Putting

*Party, Picnic, Home, Club*

*Intermediates and Adults*

Set up a beanbag target board, constructed as described under Beanbag Throwing (Figure 5). About ten feet in front of it mark a line. If indoors, put a foot mat on the floor for a tee. Use a soft twine golf ball. The object is to hit the golf ball through the holes in the board with a golf club. The holes score three, two, and one points.

This contest is excellent in many situations aside from rotative parties, such as at picnics and play days. Under these conditions, one of two methods of scoring may be used: (1) give each player twelve

attempts, three each turn, and the one with the highest score wins; (2) the one scoring twenty-one first wins.

### Tumbler Golf

*Party, Home*

*Juniors to Adults*

Place a tumbler on its side on the floor. From a line approximately twelve feet distant, the players attempt to putt a golf ball into the tumbler, using a golf putter. Each successful effort scores one point.

### Floor Golf

*Party, Home*

*Juniors to Adults*

This is a party adaptation of Sidewalk Golf. A floor or hall providing a straight-away of twenty-five to thirty feet is needed. At each end draw a six-inch square to serve as "hole," and beside each draw a line to serve as a tee. Place a hazard or two between the holes. If space permits, several "holes" may be used, but in limited space, the players play back and forth between the two "holes."

A checker or bottle top is snapped with the middle finger, each player counting the snaps required to make the square. Each of the four players plays independently, and the one making the first hole in the fewest snaps scores one point. They then play for hole Number 2 and the winner scores one point. Continue until the five-minute period is up.

### Table Golf

*Home, Party, Club*

*Juniors to Adults*

A table with a wooden top of the size traditionally used in kitchens is needed for this popular game. With a piece of chalk draw four two-inch circles on the table to represent the holes. Also mark a tee. A checker or bottle top is placed on the tee and snapped with the finger in an attempt to put it into the first hole. The play proceeds as in Golf, the player winning who completes the circuit of the four-hole course with the fewest snaps.

The game soon loses interest unless hazards are placed on the course so that holes cannot be made in one snap. With a few minutes' work the table may be turned into a realistic golf course making possible a most interesting parlor game. Rock hazards may be made by placing small stones on the table. Trees may be made by sticking chewing gum on the table and setting twigs in it. Hills and ridges are made with clay or putty. Streams and ponds are marked with chalk. The holes and hazards should be placed so as to make the play difficult.

### Shanty Shuffleboard

*Home, Party, Club*

*Juniors to Adults*

With chalk draw on the floor the diagram illustrated in Figure 11. The dimensions should be approximately three feet each way. The

equipment needed consists of broomsticks and hot-dish pads or table coasters. Form a line twelve feet distant, slide the coasters with the broomstick in an effort to cause them to come to rest in the scoring areas. Eight coasters are used. Two players alternate in sliding them until all eight are shot. Then the score is counted and the other two players have their inning. Each coaster scores in the area in which it rests when all eight are played. Those on a line do not score.

The diagram used in Rubber Heel Toss (Figure 12) is also excellent for use in Shanty Shuffleboard and may be substituted for the one given here.

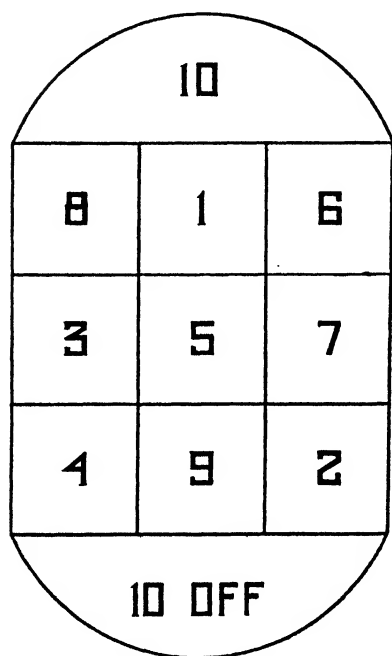


FIGURE 11

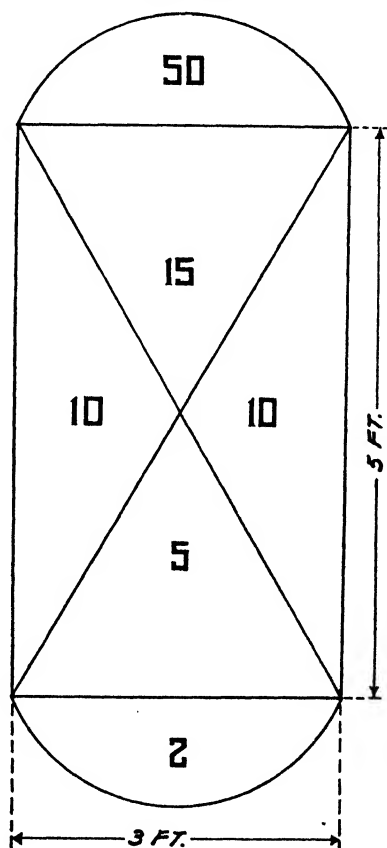


FIGURE 12

**SHANTY TARGET SHUFFLEBOARD.**—Target Shuffleboard is described in Chapter IX, "Small Equipment Games for Club and Home." Draw the target on the floor with chalk and play with broomsticks and table coasters.

**BEANBAG SHUFFLEBOARD.**—Use the diagram shown in Figure 11 for the target. Toss beanbags at it, following the rules of Shanty Shuffleboard.

### Parlor Shuffleboard

*Home, Party, Club*

*Juniors to Adults*

With chalk draw the diagram illustrated in Shanty Shuffleboard above (Figure 11). This may be put on the floor or on a table. Each square measures six inches; the design is thus eighteen inches wide.

Bottle tops or checkers are used for disks and are snapped with the middle finger from a line ten feet distant. Each player has four bottle tops. Two players alternate in snapping their four bottle tops and each top scores in the area in which it rests when the inning is over. Then the other two players have their inning.

### Rubber Heel Toss

*Party, Club, Home*

*Juniors to Adults*

Draw the diagram shown in Figure 12 on the floor. Provide three rubber heels—used ones will do if new ones are not to be had. From a line fifteen or more feet distant, the players take turns in throwing the three heels. Each heel scores in the area in which it comes to rest. Those resting on a line do not score.

### Social Ping-Pong

*Party, Club*

*Juniors to Adults*

A table-tennis table, two paddles, and a ball are needed. Number 1 serves to Number 2, who hits it back to Number 3, who hits it to Number 4. As soon as Number 1 serves he drops the paddle and Number 3 picks it up, and Number 1 then runs to the other end of the table. Each player in turn does likewise—hits the ball, drops the paddle, and runs to the other end of the table. When a player fails to hit the ball when his turn comes, he is eliminated. The person staying in longest scores ten points.

When not used in connection with rotative parties, the game is best played with eight players.

### Swing Ball Tenpins

*Party, Club*

*Juniors to Adults*

Attach a soft playground ball to a rope suspended from the ceiling so that it hangs six inches from the floor. Set up the tenpins so that the king pin points away from the bowling line. The ball must swing past the tenpins and hit them on the return swing. Score ten points for each pin knocked down.

### Sidewalk Bowling

*Party, Yard*

*Juniors to Adults*

Draw three concentric circles on the sidewalk, six, eighteen, and thirty inches in diameter. From a line twenty feet distant, roll small

stones, endeavoring to cause them to come to rest in the circles. Each player bowls three stones each turn. The circles score five, three and one points.

### Tin Can Pebble Toss

*Party, Picnic, Playground*

*Juniors to Adults*

Nail a tin can to a small board and place it on the ground. Mark out a circle around it with a six-foot radius. Mark twelve positions equally distant on the circle—the arrangement of the positions is as in Clock Golf (see *Active Games and Contests*).

Each player holds a handful of pebbles. The first player stands at the first position on the circle and tosses three pebbles at the can. If he puts *one* of the three in he moves to the second position and throws three more. He thus continues until he misses. The other players then throw in turn, and when his turn comes again he starts from the position where he failed before.

The player wins who completes the circle when all have had an equal number of turns.

VARIATION.—When a player fails to put one of his three pebbles in the can from a certain position he must go back and start from the first position when his next turn comes. This is a more satisfactory method than the above when skillful players are competing.

PEBBLE GOLF.—Each player continues to throw from each position until he puts a pebble in the can. The throws are counted and the scoring is as in Golf.

### Tire Golf

*Party, Playground, Lawn, Picnic*

*Juniors to Adults*

Old automobile tires are used for holes and are placed at varying distances of from 50 to 150 feet apart. Establish the first tee fifty or more feet from the first hole. The tires should be so placed that there are hazards and natural obstructions between them.

Croquet balls or playground balls are used for balls. Small children may use beanbags.

Each player in turn tosses his ball attempting to put it in the first tire. The player winning the hole scores one point.

When not used in the rotative party play, score as in Golf: count the throws necessary to make each hole, and the player wins who completes the course in the fewest throws.

### Hat Trimming

*Parties*

*Intermediates to Adults*

Select a number of couples and give each an old straw hat, some colored crepe paper, and pins. The couples trim the hat and when finished the boy puts it on. The judges pick the winners considering both speed and cleverness in decoration.

VARIATION.—This is sometimes conducted by having the couples dress the boy from head to foot.

### Lollipop Dolls

*Parties*

*Juniors to Adults*

Give each player (or each couple) a lollipop, some crepe paper or tissue paper of various colors, pins, pen and ink. They dress the lollipops and put faces on them. Give a small prize to the best dressed doll.

PEANUT DOLLS.—Give each a large peanut, crepe paper, pins, pen and ink, and have them turn the peanut into a doll.

CLOTHESPIN DOLLS.—Same as above, except clothespins are dressed.

### Animal Modeling

*Parties*

*Juniors to Adults*

Give each player two or three sticks of chewing gum, a toothpick, and a card. Each chews the gum, places it on the card, and models it into an animal or bird. Worms and similar crawling creatures are ruled out. The toothpick is used to assist in the modeling and then broken up to make legs. Judges pick the winners.

If this contest is played in a home, the players should be seated at tables and carefully supervised. Otherwise gum will be unintentionally dropped on the floor and ground into the rugs.

## SUITABLE ACTIVITIES FOR ROTATIVE PARTIES IN OTHER CHAPTERS

The following games and contests described elsewhere in this book may be used to excellent advantage in rotative parties. The slight adaptation in the rules that may be necessary occasionally can easily be made by the leader.

Box Hockey

Parlor Polo

Dart Throwing

Rope Quoits

Bull-Board

Penny Bull-Board

Exo

Fruit-Jar Ring Toss

Skittles

Washer Baseball

Nine Holes

Skully

Jug Balancing

Baby Bottle Contest

Witch's Broom Ride

Bag Throwing

Candle Bowling

Jump the Bottle

Feather Blowing Race

Pick up Paper

Stiff-knee Pick up

Knee Bend

Beanbag Target Toss

Beanbag Tire Toss

## CHAPTER VIII

### MENTAL PLAY

**M**OST of the social games and contests are based more on mental activity than physical, and consequently there are games in practically every chapter in this book which might properly be classified under the heading of mental play. However, this chapter is limited to those games and contests both of the paper and pencil and the verbal type which call for considerable thinking and mental alertness.

The mental aspect of these games does not detract from their value as recreation, and within the pages of this chapter are to be found some of the finest of social play activities.

Games and contests of the mental type which are particularly useful in teaching various types of subject matter have been reserved for Section IV, Play Activities Useful in Teaching.

#### Hangman

*Home, School, Club*

This interesting contest may be played in a group using a black-board, or by two players sitting at a table and using a paper and pencil. It is an excellent educational contest and may be used in connection with any school subject. It is played with such interest that it is listed here as a quiet recreational game.

Let us suppose that the subject is automobiles. Player Number 1 draws roughly the scaffold and rope illustrated in Figure 13. He then thinks of the name of an automobile and draws a series of lines to represent the letters. For example, he selects "Pontiac" and draws the lines as follows: — — — — — — —.

*Juniors to Adults*

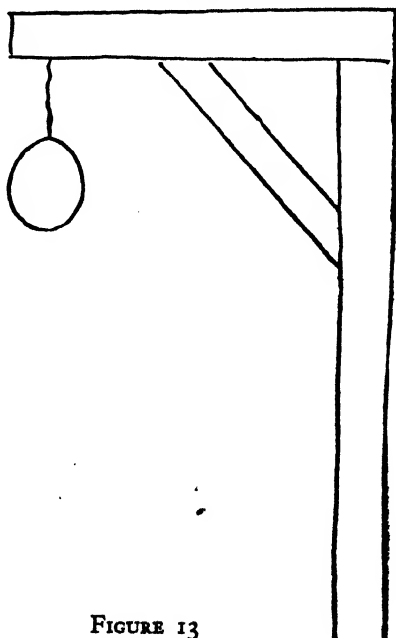


FIGURE 13

Player Number 2 asks "Does it have an 'e' in it?" Since it does not, his head is hung on the rope of the scaffold. He then asks "Does it have an 'i' in it?" and Number 1 writes the "i" in its proper place. He then asks that the "u" be put in, but since there is none, his body is hung on his head. So it continues until he names the automobile or until he is completely hung. Since he has a head, body, two arms, and two legs, he has six chances to name the car.

If Number 2 asks that a certain letter be written in and there are two such letters in the word, both must be written. If the player names a wrong automobile he loses without further opportunity.

The best procedure to follow in guessing the word is to call the vowels first since every word is sure to have vowels in it. Knowing the vowels and the number of letters in the word, the person has information which should enable him to guess correctly.

When a group is playing, as in the case of a class in school or a club, one player ("it") is sent from the room. The group decides on the word and appoints a player to draw the scaffold on the blackboard, put the lines representing letters on the board and write in the letters as "it" calls them.

When used for teaching purposes, the following types of subjects may be used:

*Nature*

Birds  
Trees  
Animals  
Flowers  
Fish  
Fruits  
Vegetables

*Geography*

Countries  
Rivers  
Mountains  
States  
Capitals  
Cities  
Lakes  
Oceans

*First Aid*

Injuries  
Diseases

*History*

Presidents  
Kings  
Warriors  
Famous Men  
Famous Women  
Famous Statesmen  
Famous Battles  
Famous Events

*Music*

Musical Instruments  
Famous Composers  
Musical Terms  
Well-known Songs  
Famous Operas

*Art*

Famous Artists  
Famous Paintings  
Famous Sculptors  
Famous Statues  
Colors  
Famous Architectural Structures  
Styles of Architecture

*Physiology*

Organs of the Body  
Bones of the Body



*English*

Famous Authors  
 Famous Poets  
 Famous Playwrights  
 Poems  
 Famous Characters of Fiction  
 Famous Orators  
 Famous Works of Fiction

*Chemistry*

Elements  
 Minerals  
 Salts  
 Acids  
 Gases  
 Famous Scientists

*Indian Lore*

Tribes of Indians  
 Famous Indians

Famous Indian Battles  
 Articles of Indian Clothing

VARIATION.—When the subject being used involves long, difficult words, it may be better to write the first and last letters and join them with dashes for the intervening letters.

**Ghost**

*Party, Home, Club, School*

*Intermediates to Adults*

The players are seated in an informal circle. The first player calls the first letter of a word of more than two letters which he has in mind. The second player thinks of a word beginning with that letter and adds the second letter. The third player adds the third letter, and so on. Each player must be very careful that the letter he adds does not complete a word. For example, the first player calls "T," the second "R," the third "O." The fourth player, unable to think of any word but "Troy" is forced to add the "Y" and complete the word. For this he becomes a "half-ghost." Anyone who speaks to a half-ghost becomes a half-ghost. The next player then starts another word. Any player whose mistakes make him a half-ghost twice becomes a ghost. Anyone who speaks to a ghost becomes a ghost. Ghosts are out of the game, but still remain in the circle and attempt to draw the players into conversation with them.

A player must always have in mind a word of more than two letters when he calls a letter. Frequently a player, in a tight spot and unable to think of a word from the letters passed on to him, will attempt to bluff and call a letter anyway. Any player suspecting that this is the case may challenge the player to state the word he has in mind. If he is unable to do so he becomes a half-ghost; if he does name a legitimate word, the challenger becomes a half-ghost. For example, let us suppose that the letters so far named are TRINIT. The next player names the letter A. One of the other players who expected the player to add Y and complete the word "Trinity," suspects the player of bluffing and challenges him. The player names the word "Trinitarian" and the challenger becomes a half-ghost.

Summarizing, a player becomes a half-ghost under the following conditions:

1. If he adds a letter that completes a word of more than two letters.
2. If he speaks to a half-ghost.
3. If, when challenged, he is unable to name a legitimate word that he has in mind which is spelled by adding the letter he named.

A player becomes a ghost under the following conditions:

1. If he becomes a half-ghost twice.
2. If he speaks to a ghost.

Ghosts are out of the game.

VARIATION.—This is played just like the above except that there are three stages in becoming a ghost instead of two—one-third of a ghost, two-thirds of a ghost, and a ghost.

## Cities

*Party, Home*

*Juniors to Adults*

The first player names a city and the next player must name one beginning with the last letter of the city just given. For example, the first player calls Washington, the second New Orleans, the third Syracuse, the fourth Elmira, and so forth.

Each player must name his city before a count of ten. Those who fail are eliminated. The one wins who stays in the longest.

GHOST CITIES.—Instead of eliminating the players who fail, make them half-ghosts as in Ghost (page 146).

## Twenty Questions

*Home, Party, School*

*Juniors to Adults*

This is one of the most fascinating of the quiet games. One player ("it") thinks of some specific object any place in the world. The other players then ask him questions attempting to find out what the object is. The group is allowed only twenty questions in doing so, and each question must be answered with "Yes," "No," or "I don't know." The game may sound difficult, but the object is usually named.

For example, in a recent game the questions and answers were as follows:

"Is it in the animal kingdom?" "No."

"Is it found on the American Continent?" "Yes."

"Is it confined to one particular section of the United States?" "No."

"Is its use usually confined to any particular season of the year?" "Yes."

"Is it characteristic of city life?" "No."

"Is it characteristic of rural life?" "No."

"Is it related to woods activity?" "No."

"Is it connected with a sport?" "Yes."

"Is it related to the air?" "No."

"Is it related to the water?" "Yes."

"Is it propelled by hand?" "No."

"Is it a sailboat?" "Yes."

The group defeated the one doing the answering in this example because they succeeded in naming the object with only twelve questions.

Any player may ask a question at any time. The player answering keeps track of the number of questions. The player naming the object thinks of the object for the next game and is quizzed by the group.

### Third Degree (*Lawyers' Puzzle*)

*Home, Party, School, Club*

*Juniors to Adults*

This is a variation of Twenty Questions, but is an improvement upon it in holding interest because of the team element. This game seldom fails.

Divide the group into two or more teams of ten or twelve players each, and have each team sit in different corners of the room. Each team selects a representative and the representatives meet and select some object from any place in the universe to be guessed. The representatives then go to a group other than their own.

The group immediately begins to shoot questions at the representative in an effort to find out the name of the object. In answering, the representative may use only "Yes," "No," and "I don't know."

Suppose that the object was the dome on the capitol at Washington. The questions might start as follows: "Does it belong to the animal kingdom?" "Does it belong to the mineral kingdom?" "Is it made by man?" "Is it found in the United States?" "Is it something that most men use regularly?" "Is it found in the average household?" "Is it part of a building?" "Is its main purpose one of ornamentation?" (Read the description of Twenty Questions.)

Any number of questions may be asked. The object is to guess the object before the other teams do. Select new representatives for the next game.

### Guggenheim (*Categories*)

*Party, Club, School*

*Juniors to Adults*

This delightful game is described in detail as a method of teaching nature lore in Chapter XXI, "Nature Games and Contests." It can be used in so many other connections, and its play value is so great, that it deserves a description here as a purely recreational activity.

Give each player a paper and pencil and ask each to draw the table illustrated below, or better still prepare a number of mimeographed copies of these beforehand and pass them out. Ask each to write the word "card" across the top as illustrated, or use any other four-letter word you may desire. In the compartments to the left have them write "automobiles," "cities," "countries," "flowers."

	C	A	R	D
Automobiles	Chevrolet	Auburn	Rolls Royce	De Soto
Cities	Chicago	Atlantic City	Rochester	Detroit
Countries	China	Argentina	Russia	Denmark
Flowers	Carnation	Aster	Rose	Dandelion

The idea is to write in each compartment the name of an object of the type mentioned to the left, beginning with the letter indicated at the top. Study the illustration and the idea becomes clear.

There are two methods of scoring: (1) give one point for each correct word written; (2) give ten points for each correct word that no other player has on his sheet, nine points for each word that only two players have, eight points for each word that only three players have, and so on. This encourages the players to think of unusual answers. In scoring the sheets, write the score for each word in the compartment where it is written, and then add them. The player with the highest score wins.

Any type of subject matter may be used in this game. For suggestions concerning the many uses that may be made of the game, see the description on page 347.

### Buzz and Fizz-Buzz

*Home, Party, School*

*Juniors to Adults*

This is mental play but it holds interest to such a remarkable degree for a short period that it is excellent for quiet recreational purposes. The players are seated in a circle.

There are four methods of varying degrees of difficulty which may be used:

**Fizz.**—The players count around the circle beginning with one, each player calling the next higher number. When five is reached "Fizz" is said instead of the number. This is also true of any number with five in it, such as fifteen, and any number that is a multiple of five, such as ten or twenty.

The fifties are handled by saying "Fizz-O," "Fizz-one," and so on. Fifty-five is "Fizz-Fizz." Each player who misses is out of the game. The one remaining in longest wins.

This may be combined with Ghost, page 146. Each player missing

becomes a half-ghost, and missing twice a full ghost. The general rules of Ghost apply.

**Buzz.**—This is played exactly like Fizz except that "Buzz" is said in place of seven, numbers with seven in them, and multiples of seven.

**FIZZ-BUZZ NUMBER 1.**—This is a much better form of the game for older players. It is a combination of Fizz and Buzz. "Fizz" is said in place of five, numbers containing five, and multiples of five. "Buzz" is said in place of seven, numbers with seven in them, and multiples of seven.

**FIZZ-BUZZ NUMBER 2.**—In this form five is not considered at all. "Buzz" is said in place of seven and numbers containing seven. "Fizz-Buzz" is said for multiples of seven. Numbers which both contain seven and are multiples of seven are said by using "Buzz-Fizz-Buzz."

**BUZZ AND BUZZ-BANG.**—Same as the above except that "Buzz" is substituted for seven, numbers containing seven and multiples of seven, and "Bang" is substituted for six, multiples of six, and numbers containing six.

### Succotash

*Home, School, Party*

*Juniors to Adults*

The game is similar to Buzz and Fizz-Buzz (page 149), and is derived from it.

Succotash is composed of beans and corn. The game is played in three parts—Beans, Corn, and Succotash.

**BEANS.**—Seat the players in a circle. One player starts by saying "One," the next follows with "Two" and so on around the circle until seven is reached. In place of seven the player says "Beans." The counting continues until fourteen is reached and "beans" is substituted for this number because it is a multiple of seven. Likewise "Beans" is said for seventeen and twenty-one. In other words, "Beans" is used for every number that has seven in it or is a multiple of seven. The seventies are handled by saying "Beans O," "Beans one," and so on; seventy-seven is "Beans beans."

Any player making a mistake in failing to say "Beans" at the proper time, or saying it out of place, is eliminated. Continue until eighty-four is reached (seven times twelve).

**CORN.**—Now we are ready for the second part. Proceed as before, substituting "corn" for nine, numbers with nine in them, and multiples of nine. Continue counting until 108 is reached ( $9 \times 12$ ).

**SUCCOTASH.**—The third and last part of the game is the real test. It combines "Beans" and "Corn." "Beans" is used for the sevens, "corn" for the nines, and "succotash" for numbers that contain both seven and nine or multiples of them. Thus twenty-seven would be "succotash" because it contains seven and is a multiple of nine. Likewise with forty-nine.

This game is no simple task for the average person and requires quick thinking, particularly when one is expected to answer promptly. A third number may be symbolized to make it more complicated, but as it is described, it is challenge enough for average groups.

## I Love My Love

*Party, Home*

*Juniors to Adults*

In common with all alphabetical games there is much interest in this old favorite. The interest lasts but for a short time, however, and it should be followed with more vigorous play.

The first player in the circle recites the following lines, filling in the blanks with words beginning with the letter A. The second player then recites, filling in with words beginning with B, and so on.

I love my love with A because he is \_\_\_\_\_ (amusing).  
 I will send him to \_\_\_\_\_ (Arkansas).  
 And feed him on \_\_\_\_\_ (applesauce).  
 I will give him an \_\_\_\_\_ (atomizer to spray his nose with).  
 And a bunch of \_\_\_\_\_ (asters) for a nosegay.  
 I love my love with B because he is \_\_\_\_\_ (bulky).  
 I will send him to \_\_\_\_\_ (Bermuda).  
 And feed him on \_\_\_\_\_ (bull's brains).  
 I will give him a \_\_\_\_\_ (button to sew on his pants).  
 And a bunch of \_\_\_\_\_ (Brussels sprouts) for a nosegay.

## Word Lightning

*Parties*

*Intermediates to Adults*

All are seated in the circle with the leader standing in the center, watch in hand. He points to a player and calls "S." The person pointed to immediately begins calling words beginning with the letter S. He may not call proper names nor, of course, repeat a word twice—he probably will repeat, either knowingly or inadvertently. The words come rapidly at first, but soon are hard to find no matter how varied a vocabulary one may have.

The words are counted for a period of one minute. Then the leader points to another and calls another letter. The player who calls the most words in one minute wins.

## The Minister's Cat

*Party, Home, School*

*Intermediates and Adults*

This event is a challenge to one's vocabulary, but one does not need to know many words to enjoy the play. In fact, the more misses there are the more fun there is.

The players sit in a circle and each in turn describes the minister's cat with a word beginning with the letter A. For instance, the first

player may say "The minister's cat is an *awful* cat," the second "The minister's cat is an *ambitious* cat," and so on. The same adjective may not be used twice. When a player cannot think of a word in a moment or so, the leader counts five slowly, and if the player has not named the adjective, he fails. Players who fail twice must pay a forfeit after the contest is over. (See Chapter XI, "Forfeits for Social Gatherings.")

**GHOST OF THE MINISTER'S CAT.**—This is a combination of The Minister's Cat and Ghost. Each time a player fails he becomes a half-ghost or ghost as in Ghost. This makes a much better game out of it. The description of Ghost should be read.

*Party, Club, Home*                      **The King's Dinner**                      *Juniors to Adults*

The leader, playing the part of the King, tells his servants that he dislikes all things beginning with a certain letter; for example, the letter T. He commands them each to suggest some food or drink for his dinner, but he will have none of it if the name contains the letter T. Any person suggesting a food or drink containing T, or who hesitates in naming an article of food, becomes a half-ghost as in Ghost, page 146. The directions for playing Ghost should be read.

For example, an acceptable menu might be pea soup, olives, fried chicken, macaroni, gravy, cabbage salad, bread and jam, coffee, and cherry pie. If a player should suggest potatoes, steak, or fruit cocktail, he would become a half-ghost because these items contain the letter T.

The letter should be changed each time the game is played.

*Party, Home*                      **The Ship's Record**                      *Juniors to Adults*

The players are seated in a circle with the leader in the center. The leader says to the first player, "The letter is N. The ship's name?" The player might answer "Nasturtium." The leader then says to the next player, "The ship's captain?" and the answer might be "Nelson." The next player is asked "The ship's cargo?" and the answer might be "Nuts."

"The port sailed from?" "New Orleans."

"The port bound for?" "New York."

Any player not answering before the leader counts ten slowly becomes a half-ghost as in Ghost. The description of Ghost (page 146) should be read.

**Nut Test**<sup>1</sup>

*Parties*                      *Intermediates to Adults*

The host announces that before anyone can participate in the events of the evening he must demonstrate his intelligence by passing the nut

<sup>1</sup> Courtesy of Edward Johnston, Principal, University High School, Ann Arbor.

2. In what year did the War of 1812 begin?  
\_\_\_\_\_
3. In what season of the year did George Washington spend the winter at Valley Forge?  
\_\_\_\_\_
4. In what state is San Francisco, California?  
\_\_\_\_\_
5. How long does an olive?  
\_\_\_\_\_
6. What two countries fought the Spanish-American War?  
\_\_\_\_\_
7. What is the principal food of the ant-eater?  
\_\_\_\_\_
8. On what date is February 22 in Germany?  
\_\_\_\_\_
9. How many ships in the Swiss Navy?  
\_\_\_\_\_
10. Who first said "In onions there is strength"?  
\_\_\_\_\_
11. In what country were Guinea pigs discovered?  
\_\_\_\_\_
12. Who wrote Macaulay's Essays?



13. How many germs in Germany?  
\_\_\_\_\_
14. Name the principal character in Scott's Emulsion.  
\_\_\_\_\_
15. Why does it injure the head to dive into hard water?  
\_\_\_\_\_
16. What color is the yellow of an egg?  
\_\_\_\_\_
17. Who killed the Dead Sea?  
\_\_\_\_\_
18. What was the price of a 2c stamp in 1888?  
\_\_\_\_\_
19. In what city are Pittsburgh Stogies made?  
\_\_\_\_\_
20. In what great battle did General Delivery win his fame?  
\_\_\_\_\_
21. What do you take for a window pane?  
\_\_\_\_\_
22. How long is a 2 x 4?  
\_\_\_\_\_
23. After what country is the LaFrance rose named?  
\_\_\_\_\_
24. On which side is the crack in the Liberty Bell?  
\_\_\_\_\_
25. What color are the greens in a golf course?  
\_\_\_\_\_
26. Where does the negro?  
\_\_\_\_\_
27. Who was president of the United States during Thomas Jefferson's  
administration?  
\_\_\_\_\_
28. How long is Long Beach?  
\_\_\_\_\_
29. From what state is Ty Cobb, the Georgia Peach?  
\_\_\_\_\_
30. What man in the world wears the biggest hat?  
\_\_\_\_\_
31. Who built the House of Representatives?  
\_\_\_\_\_
32. What two countries are divided by the boundary line between the  
United States and Canada?  
\_\_\_\_\_
33. Name the two leading characters in ABIE'S Irish ROSE.  
\_\_\_\_\_
34. How does Long Island Sound?

## Jumbled Sentences

*Party, Home*

*Juniors to Adults*

Give paper and pencil to all and ask each to think of a sentence, jumble the words and write them on the paper. The punctuation marks must follow the original words and all capitals must remain capitals. The papers are then passed on to the neighbor to the right, who must reassemble the words into the original sentence.

A paper might look like this:

"by heavy canyon Over sand through and mesa the gale. storm carried the swept,"

Reassembled, it reads like this:

"Over mesa and through canyon the sand storm swept, carried by the heavy gale."

## Progressive Poems

*Parties*

*Intermediates to Adults*

Give each player a paper and pencil. Each writes a line on the paper, folds the top down covering the writing, and hands it to his neighbor on the right, telling the neighbor the last word of the sentence. The neighbor adds a line that rhymes with the word given him. The papers are thus passed around the circle until each contains a "poem" of several lines. The players are then asked to read the poems.

## Rigamarole

*Parties*

*Juniors to Adults*

This is a memory game which has a peculiar appeal for social play. Games which call for repetition of previous sayings are for some reason enjoyed quite universally.

The players are seated in a circle. The leader starts by saying, "One old ostrich" and each player around the circle repeats these words. Then the leader adds to the saying "One old ostrich and two tree toads twisting tendrils." This is passed around the circle as before. Each time the leader adds another phrase and each player must remember all the phrases and repeat them in order.

The saying goes around the circle ten times. As a rule, alliterative sentences of the tongue-twister type are used, similar to the following:

1. One old ostrich
2. Two tree toads twisting tendrils
3. Three tiny titmice tapping trees
4. Four fat friars fanning flames
5. Five fluffy finches flying fast
6. Six of Susie's sisters sewing shirts
7. Seven sea shells in Sarah's shawl

8. Eight elfs eating Easter eggs
9. Nine nimble noblemen nibbling nuts
10. Ten throbbing thrush thriving thither

When the rigamarole makes its last trip around the circle, each player must say, "One old ostrich, two tree toads twisting tendrils, three tiny titmice tapping trees, four fat friars fanning flames, five fluffy finches flying fast, six of Susie's sisters sewing shirts, seven sea shells in Sarah's shawl, eight elfs eating Easter eggs, nine nimble noblemen nibbling nuts, ten throbbing thrush thriving thither."

When a player makes a mistake he is eliminated. Anyone finishing without a mistake deserves all the medals in the house.

### Dumb Crambo

*Party, Club*

*Juniors to Adults*

This old favorite combines guessing and acting, and is always popular.

Divide the players into two groups, one (the audience) which sits in chairs, and the other (the actors) which leaves the room. The audience selects a word, either verb or noun, and the actors are recalled.

Let us suppose that the word was "sell." The actors are told that the word is a verb rhyming with "bell." The actors go into consultation attempting to guess the word which they must act out. They may think the word was "yell" and assuming the house was on fire, run around yelling "fire" and yelling in general. The audience expresses disapproval. The actors then act out "spell" by conducting school with the teacher administering a spelling lesson. Again the audience disapproves. One of the actors then comes in selling brushes and brooms and the audience claps its approval.

The audience and actors then exchange places. The side wins that acts out the word correctly in the fewest attempts.

### Charades

*Parties*

*Juniors to Adults*

The players are divided into groups of four or five. Each group selects a word to act in pantomime and is allowed three minutes in which to prepare for it. A suggested list follows:

Automobile .....	Ought-oh-mob-eel
Aeroplane .....	Air-oh-plane
Stationary .....	Station-airy
Handkerchief .....	Hand-cur-chief
Infancy .....	In-fan-sea
Forswear .....	Four-swear
Antidote .....	Aunt-I-dote
Penitent .....	Pen-eye-tent

Cribbage	Crib-age
Masquerade	Mass-cur-aid
Bookworm	Book-worm
Knapsack	Nap-sack
Handicap	Hand-eye-cap
Pilgrimage	Pill-grim-age
Sausage	Saw-sage
Melancholy	Melon-collie
Definite	Deaf-in-ate
Pantry	Pan-tree
Bandage	Band-age
Tennessee	Ten-I-see
Catering	Kate-her-ring
Microscope	My-crow-scope
Innuendo	In-you-end-oh
Caricature	Carry-cat-your
Decorate	Deck-oar-ate
Eyelash	I-lash
Cannibal	Can-eye-ball
Ingratiate	In-gray-she-ate
Shylock	Shy-lock
Mayflower	May-flower
Pupil	Pew-pill
Penmanship	Pen-man-ship
Princeton	Prince-ton
Attenuate	At-ten-you-ate
Heroes	He-rows
Necklace	Neck-lace
Pantry	Pan-tree
Horsemanship	Horse-man-ship
Welcome	Well-come
Antarctic	Aunt-ark-tick
Buccaneer	Buck-can-ear
Charlatan	Char-lay-tan
Hornpipe	Horn-pipe
Independence	Inn-deep-end-dense
Kingdom	King-dumb
Ice Cream	I-scream
Phantom	Fan-Tom
Feline	Fee-line
Alternate	All-turn-eight
Metaphysician	Met-a-physician
Paradox	Par-o'-docks
Milwaukee	Mill-walk-key
Shakespeare	Shake-spear
Cicero	Sissy-row
Benjamin	Ben-jam-in

### Flower, Bird and Animal Charades

This game is played exactly like Charades except that the names of flowers or animals or birds are used. For the complete description and lists of words which may be used see Flower, Bird, and Animal Charades in Chapter XXI, "Nature Games and Contests."

### State Charades

This is Charades using the names of states. See State Charades in Chapter XXVIII, "Geography Games and Contests."

### Acting Nursery Rhymes

*Parties*

*Juniors to Adults*

This event is on the order of Charades and Acting Proverbs. Divide the players into two or more groups of ten or twelve players each. Give them five minutes to prepare a dramatization or pantomime of a nursery rhyme. Each group takes its turn in presenting its dramatization while the players try to guess the rhyme.

The following nursery rhymes may be used:

Little Miss Muffet	Humpty Dumpty
Little Jack Horner	Hickery Dickery Dock
Mary Had a Little Lamb	Hey Diddle Diddle
Jack and Jill	Little Bo Peep
Old King Cole	Polly Put the Kettle On

### Acting Musical Terms

*Parties, Schoolroom*

*Juniors to Adults*

Divide the players into groups of six or eight and have them take turns in acting out musical terms while the others watch and attempt to guess the term. Since most of the musical terms do not present an opportunity for much dramatization, very little preparation will be necessary on the part of a group and the acts will be short. This does not mean, however, that they will not be interesting.

The following terms may be used:

Sharp	Rests	Time	Major
Flat	Quarter	Notes	Minor
Scale	Half	Chord	Beat
Staff	Natural	Key	Air
Bars	Slur	Measure	Accent

### Acting Proverbs

*Parties*

*Juniors to Adults*

This is on the order of Charades but is usually found much more interesting than Charades.

The group is divided into two groups. One group (the actors) leaves the room, and selects a proverb to act. They then return and present in pantomime a little act that will indicate the proverb, while the other group comprise the audience and attempt to guess the proverb. After it is guessed, the actors and audience exchange places.

Most proverbs present possibilities for a clever little act. This event is more than a guessing game; it often brings forth excellent and most entertaining impromptu dramatics. Some proverbs, such as "Make hay while the sun shines" can be easily acted and quickly guessed. Others present more of a challenge to both actors and audience—an example might be found in "It's the shovel that laughs at the poker."

The players should be encouraged to work out good dramatic situations involving the point of the proverb, and should be given sufficient time to think it out. With older players who have a flare for dramatics, it is wise to permit acts either in pantomime or with spoken lines.

*The list of one hundred proverbs presented in Split Proverbs (page 30) will offer many suggestions.*

### Acting Song Titles

*Parties*

*Juniors to Adults*

Divide the players into two or more teams of ten or twelve each. One group does the acting while the others comprise the audience. The actors leave the room and select the title of a well-known song. They then return and enact the title as in Charades while the others try to guess the song. The next group then has its turn in acting.

### Embarrassing Situations

*Party, Club*

*Intermediates to Adults*

Divide the players into groups of ten or twelve players each and give them ten minutes to decide on an embarrassing situation which they are to dramatize. Then each group in turn presents its dramatization while the others form the audience and attempt to guess the situation.

### Symbolic Articles

*Parties*

*Intermediates to Adults*

Before the guests arrive the host places about the room the articles needed for the game. When all have arrived, each is given a paper containing a list of thoughts and asked to search about the room and find the object that represents each listed statement. Each writes opposite the statement the name of the object when he finds it. The one wins whose list is nearest correct.

The following list may be used:

- |                                                     |                                                                                                      |
|-----------------------------------------------------|------------------------------------------------------------------------------------------------------|
| 1. A boy's ambition                                 | A wooden shaving made by a carpenter's tool. On the answer list this should be written as "Shaving." |
| 2. Commentators on the Bible                        | Two potatoes on a Bible.                                                                             |
| 3. Charge of the Light Brigade                      | Electric light bill.                                                                                 |
| 4. A hairless Irish terrier with his eyes not open. | An Irish potato.                                                                                     |
| 5. A sower of tares                                 | Needle and thread.                                                                                   |
| 6. For gentlemen only                               | Suspenders.                                                                                          |
| 7. Little bright eyes                               | Small white dressmaker's eyes.                                                                       |
| 8. Collector of taxes                               | Tack hammer.                                                                                         |
| 9. What a prizefighter expects                      | Sock on the nose (sock pinned on nose of a mask).                                                    |
| 10. What young men often get                        | The mitten.                                                                                          |
| 11. What every girl strives for                     | Beaus (a bunch of ribbon bows pinned to a card).                                                     |
| 12. Famous Latin scholar                            | Cicero (a row of girls pasted on a card)                                                             |
| 13. A paradise on earth                             | Two dice on a saucer of dirt.                                                                        |
| 14. A corncrib                                      | Old shoe.                                                                                            |
| 15. More holy than righteous                        | Old stocking full of holes.                                                                          |
| 16. A famous slipper                                | Banana peel.                                                                                         |
| 17. What a baseball team must have                  | Pitcher.                                                                                             |

### Doublets

#### *Home, School, Party*

#### *Intermediates to Adults*

This contest provides fascinating diversion for those who like quiet play which calls for thinking. It is interesting either as competition in a group or as solitary amusement.

Two words are named of the same number of letters, these two words being called a "doublet." The contest consists of changing one word to the other by changing one letter at a time, each change making a standard word. That is, one letter in one of the words is changed, thus making a new word; then one letter of this word is changed to make still another word, and so on until the other half of the doublet is achieved.

The process becomes clear by studying an example: The doublet is "Pig and Sty." Changing one letter at a time, the words are as follows:

Pig — Pit — Pat — Pay — Say — Sty.

Other examples are as follows:

Hold — Hole — Hale — Have.

Fat — Fag — Fig — Pig.

Each intervening word is called a "link" and the contest is to see who can make the change with the fewest links.

Not all words can be linked together in this way, of course. Try the following:

Sad to Fun  
Wet to Dry  
Pen to Ink  
Elm to Oak  
Blue to Pink

Poor to Rich  
Rest to Sofa  
Black to White  
Flour to Bread  
Tears to Smile

### Fill Ins

*Party, Home*

*Juniors to Adults*

The idea in this game is to fill in the missing letters to make four-letter words. The first and last letters are given, for example N — — T; by adding the letters E A we have *neat*.

Prepare cards with the first and last letters of a series of words such as the one given below. The left hand column usually spells some word—below, it spells "fill ins." Pass out the cards and have the players fill in the letters.

F	( O R )	K
I	( R I )	S
L	( A M )	P
L	( O V )	E
I	( N C )	H
N	( I C )	E
S	( O A )	K

### Anagrams

*Party*

*Juniors, Intermediates*

Shuffle two or three packs of alphabet cards together and place them face down in the center of the table. The first player turns up a letter, and if it happens to be a letter forming a word in itself (I or A), he lays it in front of him on the table, face up. Otherwise, he lays it face up in the center of the table.

The next player then draws a letter. If he can make a word with this letter and the letters in the center of the table or in front of any player, he lays the cards in front of him, spelling the word. If he cannot, he lays the card in the center. However, he may discard the letter he drew and still make a word by using letters from the words others have spelled—this is called "catching" letters.

The player completing ten words first wins.

In "catching" a word from other players, one cannot add the letter "S" to a word and have it count as a new word, such as "palms" from "palm." However, he can rearrange the letters to form a new word, for example, "psalm" from "palm." The same applies to "d" and "ed."



## A Story of Songs

*Party, Home, School*

*Intermediates to Adults*

Divide the players into groups of four or five and seat each group at a table with paper and pencils. Give them ten minutes to compose a story using the titles of songs. Not more than two words may be used to connect the titles together.

Assemble the players and have the captain of each group read his story. Give a small prize for the best story.

For example, the story might start as follows:

*When You and I Were Young, Maggie, we sat Down by the Old Mill Stream In the Shade of the Old Apple Tree In the Blue Ridge Mountains of Virginia. In the Gloaming the Old Folks at Home were Comin' Thro' the Rye with Annie Laurie, singing Show Me the Way to Go Home, Sweet and Low. Old Black Joe from Dixie Land waited by The Old Spinning Wheel holding The Old Oaken Bucket. . . .*

## Completing the Analogy

*Party, School, Club, Home*

*Juniors to Adults*

The players are seated in a compact group, and the leader reads an analogy such as "Father is to son as mother is to ———." The first player calling "Daughter" scores one point. The leader then reads others rapidly. The following list will prove suggestive of the type, and leaders can quickly compile a long list of others:

Father is to son as mother is to ——— (daughter).  
 Foot is to shoe as hand is to ——— (glove).  
 Dog is to pup as bear is to ——— (cub).  
 Cow is to calf as deer is to ——— (fawn).  
 Sheep is to lamb as frog is to ——— (pollywog).  
 Hen is to chick as fish is to ——— (minnow).  
 Hat is to head as coat is to ——— (back).  
 Coat is to vest as shoe is to ——— (sock).  
 Pencil is to paper as chalk is to ——— (blackboard).  
 Balloon is to gas as football is to ——— (air).  
 Scissors are to cloth as a razor is to ——— (whiskers).  
 Sailboat is to sail as canoe is to ——— (paddle).  
 Bow is to arrow as shotgun is to ——— (shell).  
 Baseball is to bat as tennis ball is to ——— (racket).  
 Pen is to ink as brush is to ——— (paint).  
 Horse is to halter as dog is to ——— (leash).

**VARIATION.**—Use such analogies as "Strong as an ——— (ox)" or "Swift as a ——— (deer)." The person completing the saying first scores one point. A list of over fifty such analogies will be found in *Old Sayings*, page 33.

# A Motor Romance

Party, School, Home

Juniors to Adults

The following poem is often used as a paper and pencil contest but it is much more effective if spoken by the leader with the players shouting the missing words.

Seat the group and divide them in half by pointing out the division line. Each half constitutes a team. The leader reads the poem and the player who first calls each missing word scores one point for his team. Appoint captains for each team, who keep the score.

Alice and her beau one day  
 Went riding in his (*Chevrolet*)  
 Her beau was fat, his name was Frank,  
 And he was somewhat of a (*crank*).  
 It was too bad he wasn't smarter,  
 But he couldn't work the (*starter*).  
 She showed him how, the little dear,  
 And also how to shift the (*gear*).  
 Away they went, but something broke,  
 'Twas just a measly little (*spoke*).  
 He fixed it with a piece of wire,  
 Then something popped—it was a (*tire*).  
 'Twas mended soon, but next—ker-plop  
 They struck a branch and smashed the (*top*).  
 "Dear me," cried Alice, "That's too much!"  
 Then something happened to the (*clutch*).  
 And next, poor Frank, unlucky dub,  
 Just grazed a rock and mashed a (*hub*).  
 They crossed a brook but missed the ford,  
 And sank down to the (*running board*).  
 "Oh Frank," cried Alice, with a squeal,  
 "I think we're going to lose a (*wheel*)."  
 They climbed a hill, and then 'twas seen  
 The tank contained no (*gasoline*).  
 They coasted downward toward the lake  
 But Frankie couldn't work the (*brake*).  
 They struck a post a moment later  
 That almost wrecked the (*radiator*).  
 So both climbed out and poor old Frank  
 Bought gasoline and filled the (*tank*)  
 And gathered up from road and field  
 The fragments of the broken (*shield*).  
 They fixed the engine tight and snug  
 And had to use a new (*spark plug*).  
 Just then he slapped at a mosquito  
 And dropped a wrench on the (*magneto*).  
 'Twas useless then to sweat and toil

Nothing would run except the (*oil*).  
 They journeyed home with Frankie pushin'  
 While Alice sobbed upon the (*cushion*).  
 So poor Frank's hopes were doomed to blight  
 And Alice married (*Willys-Knight*).<sup>2</sup>

*Party, Club***High Brow Proverbs***Seniors to Adults*

Write proverbs on slips of paper and give one to each guest, then ask them to rewrite the proverbs in the most elegant language at their command.

For example, the proverb might be "Haste makes waste," and the high brow version might read, "An unwise accentuation of speed in performing a given task frequently results in an undesirable retardation in the rapidity with which the completion of the task is achieved, and a reduced output in the resultant commodities for which the task is performed."

Again, the proverb might be "People in glass houses shouldn't throw stones" and the revised version, "People who dwell in an abode constructed from the transparent, brittle, and fragile amorphous substance made by fusing together some form of silica should refrain from giving momentum to missiles of concreted earth or mineral matter."

*A list of a hundred proverbs will be found on page 30.*

*Parties***Changing Proverbs***Adults*

Ask each guest to write a proverb and after this is done, tell them to write a different saying following the typical style of proverbs which expresses the same idea as the proverb.

For example, the proverb "A new broom sweeps clean," might be rewritten to say "A worn broom lets the cobwebs gather." "You can't eat your cake and have it" might be expressed by saying "Pleasures enjoyed are pleasures spent."

*Party, Home, Club***Slang Tabooed***Seniors to Adults*

Give the players paper and pencil and ask them each to write a slang expression. When this is done, ask them to express the same thought in dignified language.

For example, one player might write as the slang expression "I'll bite." The dignified statement might read "I am willing to make myself the victim of your intended joke." Or, again, the slang expression might be "Blow me down," and the restatement, "I am so affected by what you say that you could remove me from my feet with a puff of your breath."

<sup>2</sup> Author unknown. Has appeared frequently in recent recreational literature.

## The Country Grocery Store

*Parties, Home*

*Juniors to Adults*

The players are seated in a circle. One begins by saying "I went to the country grocery store and bought some apples;" the next one says "I went to the country grocery store and bought some apples and beets;" the next one, "I went to the country grocery store and bought some apples, beets, and carrots;" and so on. Each player must "buy" some article in the country grocery store beginning with the next letter of the alphabet and repeat all articles purchased by those preceding him.

The idea is to run through the alphabet and see how many are still able to repeat the list and add new ones by the time the alphabet is completed and started over again. If a player omits an article, misnames one, mixes the alphabet, or is unable to call to mind an article for his letter in thirty seconds, he drops out of the game. Usually the circle is unable to go through the alphabet.

## Pack My Trunk for Klondike

*Party, Club*

*Juniors to Adults*

The players are seated in a circle. One starts by saying, "I packed my trunk for Klondike and I put in it a washrag." The next player says, "I packed my trunk for Klondike and I put in it a washrag and a shoe spoon." So the saying goes around the circle, each player repeating all the articles and adding one of his own. If any player forgets an article or names an article out of the sequence in which it was given, he becomes a half ghost as in Ghost or is made to pay a forfeit. (See Chapter XI, "Forfeits for Social Gatherings.")

## Teeny Tenderfoot

*Party, Club*

*Juniors, Intermediates*

The players are seated in a circle. One player says to the player at his right "Teeny Tenderfoot went to camp and took a tonsil sprayer." Number 2 says "Teeny Tenderfoot went to camp and took a tonsil sprayer and some shoe polish." Number 3 says, "Teeny Tenderfoot went to camp and took a tonsil sprayer and some shoe polish and a box of face powder." Each player thus must remember and repeat all the articles and add one of his own.

## Music Box

*Parties*

*Juniors to Adults*

This is a test of the players' memory of music and their knowledge of popular tunes. Give each player a piece of paper and pencil. A pianist is necessary who can play many different tunes from memory. He should prepare beforehand a numbered list of the tunes and keep

it before him. The tunes are played in medley fashion and each player attempts to write down the name of each as it is played. The tunes should consist of popular hits interspersed with old favorites. Give a small prize to the player who names the most tunes correctly.

### Writing Love Letters

#### *Parties*

#### *Intermediates and Seniors*

Divide the players in groups of from four to six, and seat them at a separate table. Provide each table with a couple of old magazines, writing paper, scissors, and paste.

Each group composes a love letter by clipping out phrases, sentences and words from the magazines and pasting them on writing paper. After about twenty minutes, the entire group is assembled and the letters read. Judges pick the best letter and a prize is given.

### Prophecies

#### *Parties*

#### *Intermediates to Adults*

This event is particularly interesting when everyone knows each other well. Place the names of each in a hat and have each guest draw one name out. Each writes a prophecy of the person whose name he drew, describing the person's situation fifteen years hence—business, family, health, education, and so on. After five or ten minutes, each reads the prophecy he wrote.

WHO'S WHO.—The prophecy takes the form of a write up in "Who's Who."

### Illustrated Songs

#### *Parties*

#### *Intermediates to Adults*

Give each couple a paper and pencil and instruct them to draw a picture illustrating the name of a well-known song. The following are examples from a recent party: *The Old Spinning Wheel*—Father Time, a top with lines indicating that it is spinning, and a wheel; *Home, Sweet Home*—a house, a package with "Sugar" printed on it, and another house.

When finished, the drawings are numbered and hung on exhibition. Each player is provided with a card, and attempts to guess the names of the drawings and record them on the card opposite the number. The drawing wins which is guessed correctly by the largest number.

### Editing the Corn Hollow Currier

#### *Parties*

#### *Intermediates and Adults*

This event may sound rather colorless but it is in fact a great fun-maker. Divide the group into a number of groups and seat each at a table with paper and pencils. Select a chief editor for each group and it might help if he were forewarned.

Assign to each group a department of the paper to edit, such as one of the following:

City editor's department—local news.  
Political and national news.  
Foreign affairs.  
Society section.  
Sport section.  
Personal news.  
Betty Fairfax column.  
Fashions, beauty, household hints.  
Theatrical section.  
Editorials.

Each table prepares its section, dealing often with the personalities in the group as well as with a burlesque of the current news in general. After fifteen or twenty minutes, the group is assembled and the editor of each department reads his section for the entertainment of all.

## Crambo Rhymes

### *Home, Party*

### *Intermediates to Adults*

Prepare beforehand a number of long slips of paper on which questions are written, and also an equal number of short slips on which words are written. These questions and words may be written beforehand and passed out, or the slips only may be prepared and passed out, asking each player to write a question on the long slip and a word on the short. Collect the slips and shake them up in a hat. Allow each player to draw one long slip and one short.

Each player must now prepare and recite a rhyme which answers the question and includes the word. For example, if the question was "When were you born?" and the word was "Bulldog," the rhyme might run

"In the month of May  
When the days were bright,  
My bulldog and I  
First saw the light."

## Concealed Words

### *Party, Home, School*

### *Intermediates to Adults*

The object is to discover the words concealed in sentences. Give each a paper and pencil and dictate a proverb. Each player, working independently, writes all the words he can find in the sentence. All words must be made up of letters used in the *exact order* in which they appear in the sentence. No one-letter words are allowed.

Let us take for example the proverb "Barking dogs don't bite."

The words concealed are as follows: bark, ark, kin, king, in, do, dog, don, on, bit, it.

This is individual play and is better suited to home and school than to parties.

### Word Making

#### *Party, School, Home*

#### *Intermediates to Adults*

The hostess states a long word and tells each of the guests to write it at the top of a sheet of paper. It should be a word with many vowels. Then she gives ten minutes to see who can write the longest list of words, using only the letters found in the word and in no instance using any letter oftener than it appears in that word. It is a great deal easier to do this if the players group the words according to their initial letters.

### Touching Up the Pictures

#### *Party, Home*

#### *Juniors to Adults*

Select a committee of three art judges—it adds to the fun to select them by chance. A number of pictures should be cut from magazines beforehand—portraits of people, prominent and otherwise. The movie magazines are full of ideal ones. Give each guest a picture and a heavy black pencil. Each guest touches up the pictures with eyebrows, mustaches, goatees, and so forth.

After ten minutes the guests sign their pictures and turn them in. They are pinned to the wall and the judges select the prize winners.

### Spelling Bee

#### *Parties, Social Gatherings*

#### *Adults*

An old-fashioned spelling bee has excellent possibilities as a social contest for adults. The players take it in the spirit of fun and if the leader is clever in the selection of words, much merriment results.

### FIFTY EASY WORDS

abscess	cocoa	irksome	religious
aerial	concur	juvenile	rescue
agility	corps	kerosene	route
arctic	cyclone	knowledge	salmon
aisle	diagnose	linoleum	scallop
balloon	distill	masculine	skillful
barren	echo	moccasin	temperament
biceps	eminent	oar	traveler
campaign	foreign	operetta	veranda
cannibal	frolicking	pansy	violin
casino	gingham	pewter	weird
charade	hideous	professor	
chocolate	honor	rabbit	

FIFTY MEDIUM-HARD WORDS

abbreviate	chandelier	guillotine	sacrilegious
accessibility	cognac	hollyhock	sobriety
acquiesce	conundrum	hyacinth	spittoon
amateur	decrepit	juiciness	stertorous
anglicize	diocese	languor	synopsis
anonymous	dudgeon	madonna	trafficker
asceticism	ecstasy	mischievous	vaccinate
auxiliary	enumerator	mortgage	velocipede
banister	epilogue	nasturtium	veterinary
battalion	erasable	ostracize	vitriol
bronchitis	exemplary	penguin	witticism
catechism	fortieth	piccolo	
cauliflower	glycerine	pleurisy	

FIFTY HARD WORDS

abysmal	consanguinity	liaison	riffraff
alluvial	crystallize	llama	shibboleth
amoeba	emasculate	maelstrom	surcingle
anise	eschew	malfeasance	therapeutics
bazaar	efficacious	massacre	ubiquitous
blasphemy	formaldehyde	millennium	vacillation
bouillon	gaseous	mnemonics	venous
caisson	hemorrhage	myrrh	vicissitude
cantaloup	hydrangea	parochial	viviparous
catarrh	iridescence	promiscuity	xylophone
catastrophe	isosceles	pseudonym	zephyr
charlatan	labyrinth	pyrometer	
chrysanthemum	larchetto	reminiscence	

Setting the Table

*Club, School*

*Juniors, Intermediates*

This contest is particularly interesting as a method of teaching children how to set the table.

Divide the group into teams of five to eight and give each team scissors and paper. Announce the menu for a dinner and ask them to set the table for four people. They cut out from the paper the plates, silverware, and so forth, and set the table. The leader then assembles the group and discusses each table and selects the winner. The leader should point out each mistake and show the proper method of setting the table.

Blind Pig

*Parties*

*Juniors to Adults*

Have the players sit around tables. Give each a paper and pencil. Put the lights out, ask all to close their eyes, and draw a blind pig on



the paper. The pig must be complete except for the eyes which may be omitted since the pig is blind. When the lights come on, the laughs are sure to start. Each table selects its prize pig. The stunt may be played in the daylight by trusting the players to keep their eyes closed while they are making the drawings.

If the party is held near any seasonal holiday, substitute some appropriate object for the pig.

### Tit, Tat, Toe

*Home, Train, Automobile*

*Juniors to Adults*

This ancient paper and pencil contest is still as intriguing as ever. Two players only can play the same game at once. Draw the lines

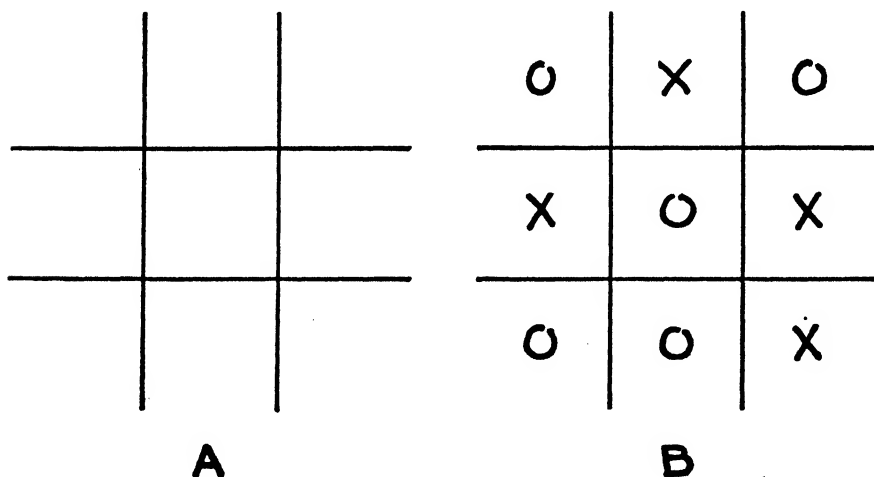


FIGURE 14

on the paper illustrated in A, Figure 14. One player draws a circle in any one of the spaces and then the second player draws a cross in any other space. They thus alternate in making their mark. The object is for a player to place three of his marks in a straight line, vertically, horizontally or diagonally. The player who made the circles in B won because he had three circles in a straight line, diagonally across the figure.

There is more to the contest than the uninitiated might suspect. The players alternate in starting. There are two systems of offense used which one will stumble onto in an evening or two of play. In general the player making the first mark has somewhat of an advantage and the strategy consists of throwing one's opponent on the defensive as soon as possible.

# Square Tit-Tat-Toe

*Home, Train, Automobile*

*Juniors to Adults*

Draw on a paper the square and cross lines shown at A in Figure 15. Give one player five black buttons and the other five white ones. The players take turns in placing buttons on the intersections of the lines. The object is to place three buttons in a row, either straight

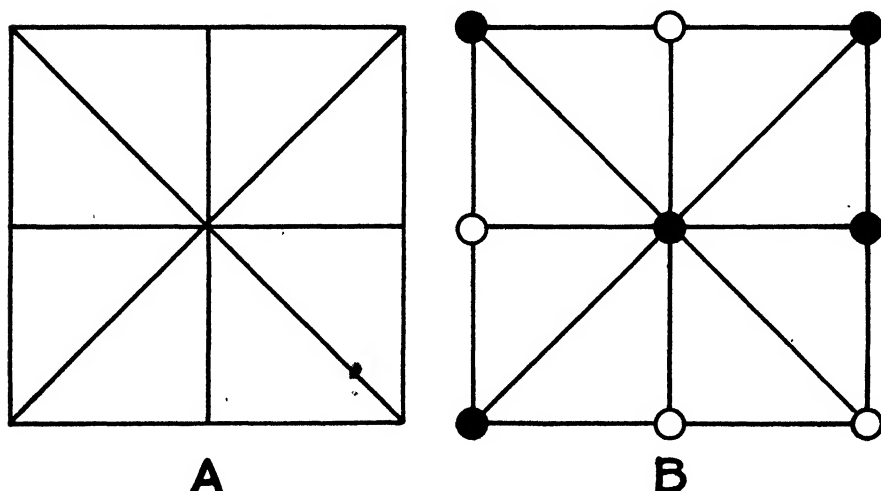


FIGURE 15

across, up and down, or diagonally, and at the same time to prevent the other from doing this. The one succeeding in doing this wins.

In diagram B, the player with the black buttons wins because he has three buttons in a row.

# Closing Squares

*Home, Train, Automobile*

*Juniors to Adults*

This is another ancient contest which has withstood the test of time and probably will be popular for many years to come. It intrigues all ages until the late hours of the night.

Draw rows of dots on a paper as in A, Figure 16. Any number of dots may be used, but five in a row is customary.

Each player in turn draws a line connecting two dots, either vertically or horizontally. When a player succeeds in drawing the line that completes a square he puts his initial in the square, as illustrated in B. Whenever a player completes a square he has the privilege of drawing another line before his opponent takes his turn. The player wins who has the most initials in the squares when all squares are completed.

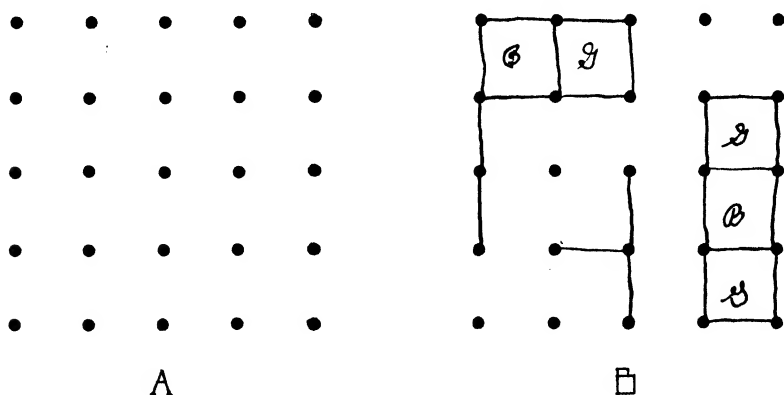


FIGURE 16

### Forty-five Peg Puzzle

*Home, Train*

*Juniors to Adults*

Years of popularity is the best endorsement of the appeal of this puzzle.

To make the board, secure a piece of clear soft wood and bore or punch holes in it just large enough to insert match sticks in them.

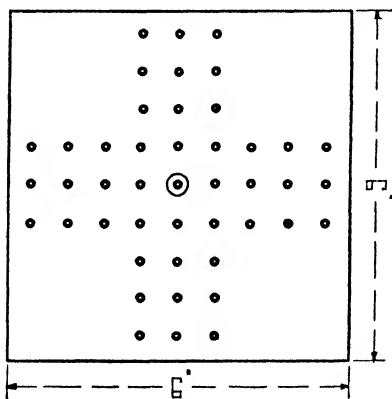


FIGURE 17

The design is illustrated in Figure 17. Break match sticks in two and insert one stick in each hole except the center one, which remains empty at the start.

The object is to remove all the pegs from the board by jumping them as in checkers and leave the last peg in the center hole.

The puzzle may be solved in forty-three moves.

**THIRTY-THREE PEG PUZZLE.**—

The board is made as described above except it has thirty-three holes instead of forty-five. Leave

off the outer row of three holes on each side of the diagram. This puzzle may be solved in thirty-one moves.

### Five in a Row

*Home, Train, Automobile*

*Juniors to Adults*

A checkerboard and checkers are needed. Two players only may play at one time. Give one player the red checkers and the other the black ones.

Each player in turn places one checker on the board in any square he chooses. Each aims to get five of his checkers in a row, either vertically, horizontally, or diagonally. This requires careful study and holds a large element of interest.

### Fifteen

*Home, Party*

*Juniors to Adults*

Give each player paper and pencil and ask each to draw a square on the paper and then put in cross lines so as to make nine squares, as in Figure 18. Now tell them to put the numbers 1 to 9 in the squares in such a way that the columns add up to 15 in every direction, vertically, horizontally, and diagonally. The one doing this first wins.

The method used in accomplishing this is to place 5 in the center square and 2, 4, 6, 8 in the four corner squares. The remaining numbers can be added with very little trouble. The diagram shows the completed squares.

2	9	4
7	5	3
6	1	8

FIGURE 18

### Secret Codes

*Home, Club*

*Juniors to Intermediates*

Boys and girls are much fascinated by secret codes and like to play with them. There are many of these of varying degrees of complexity. The keys are suggested here:

CODE NUMBER 1.—Suppose the message to be sent was "Who has it?" and the secret code number was +231. The code message would be built up as follows:

WHO HAS IT

2 3 1 2 3 1 2 3

Y K P J DT KW

The note written in code would thus read "Ykp jdt kw." This was arrived at by substituting for each letter in the straight message the letter farther along in the alphabet as indicated by the number below it. The letter "y" for example, is two letters beyond w. The receiver of the note puts the numbers under the letters and thus quickly translates it. He, of course, counts back in the alphabet the required number of letters in translating it.

If the code number were  $-231$  the message would be prepared by taking the letters farther back in the alphabet.

Numbers are conveyed in the same way. The O follows the 9. Thus if the code number is  $+231$  and one wants to send the number 170, he would send 301:

$$+231$$

170

301

Translate the following one with the code number  $-121$

LCDS WNT YS SFD APHCED ZR 7

The code may be made much more difficult to solve by using long numbers such as 310,203. These are no harder to put into message form or to translate than shorter numbers.

	<i>c</i>	<i>a</i>	<i>n</i>	<i>o</i>	<i>e</i>
<i>R</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>
<i>A</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>
<i>C</i>	<i>K</i>	<i>L</i>	<i>M</i>	<i>N</i>	<i>O</i>
<i>E</i>	<i>P</i>	<i>Q</i>	<i>R</i>	<i>S</i>	<i>T</i>
<i>S</i>	<i>U</i>	<i>V</i>	<i>W</i>	<i>X</i>	<i>Y</i>

FIGURE 19

CODE NUMBER 2.—This is one of the simplest and most baffling of the codes. Draw a square as illustrated in Figure 19.

Write any five letter word across the top and another down the side, such as "canoe" and "races" in the illustration. The word across the top is written in small letters, and the word down the side in capitals. Fill in the squares with the letters of the alphabet as illustrated, leaving the letter Z off.

Suppose the word "Right" was to be sent. The code message would read thus:

EnAoAaAnEe

This was arrived at as follows: The first letter of "Right" is R. Find the square containing R, then run over to the left and we find "E;" run up to the top and we find "n." Thus the letter R is represented by "En."

Since there is no code letter for Z, it is written Zz.

Translate this one:

CnScEoEe RaRe AoCo ReRcEnCaSe

first digit or two digits will tell the month in which he was born and the last two digits will be his age.

Example:

Month (February) .....	2
Multiply by 2 .....	4
Add 5 .....	9
Multiply by 50 .....	450
Add age (32) .....	482
Subtract 365 .....	117
Add 115 .....	232

He was born in February and is 32 years of age.

**YOUR AGE AND YOUR MONEY.**—Here's one that will tell you how old a person is and how much change he has in his pocket, all in one. Ask him to write down his age, multiply it by two, add five, and multiply by fifty. Now ask him to subtract 365, add to the result the amount of change he has in his pocket, and then add 115. Then ask him to tell you the result. The first two digits will be his age and the last two digits the amount of money he has.

Example:

Age .....	16
Multiplied by 2 .....	32
Add 5 .....	37
Multiply by 50 .....	1850
Subtract 365 .....	1485
Add change (12c) .....	1497
Add 115 .....	1612

He is 16 years old and has 12c in his pocket.

**NUMBER MAGIC.**—This is one of the most interesting of the number tricks and never fails to make a hit, providing of course the group does not know the method. Write the number 1,089 on a slip of paper and ask one of the group to put it in his pocket without looking at it. Then ask him to write on a piece of paper any number of three digits that he chooses. Ask him to reverse the number and subtract the smaller from the larger. Then ask him to reverse the number which results and add it to the result. Now tell him to look at the slip in his pocket. His result will be 1,089.

Example:

Number chosen .....	842
Reversed .....	248
Subtracted .....	594
Reversed .....	495
Added .....	1,089

Then ask him to look at the slip in his pocket.

**NAMING THE FIGURE.**—Ask a person to think of a number and double it. Then give him an even number and tell him to add it on. Next tell him to divide the result by 2, and subtract the original number. Now you are able to tell him the exact remainder. It will be half the even number which you told him to add.

Number selected .....	20
Doubled .....	40
Even number added .....	12
Total .....	52
Divide by 2 .....	26
Subtract original number .....	6

**NINE.**—Announce to the group that if they will take any number of three digits and subtract that number from the number reversed, you will tell them what the middle digit is. It will always be 9. For example, the number is 123—subtract it from 321, and the result is 198.

**DIGITS.**—Ask a person to write a number containing three digits, then reverse the number and subtract the smaller from the larger. Then ask him to tell you the last digit of his result, and you can tell him the whole number. When numbers are reversed and subtracted the middle digit is always 9, and the first and last digits added together always make 9. You know to begin with that the middle digit is 9, and when he tells you the last digit you can find the first by subtracting the last from 9.

Example:

Number .....	843
Reversed .....	348
Result when subtracted .....	495

When he tells you the last digit is 5, subtract 5 from 9 and you know that the first digit is 4; consequently the number is 495.

Another example:

Number .....	201
Reversed .....	102
Result when subtracted .....	99

**MENTAL MATHEMATICS.**—Ask a person to write any number of three digits on a paper, then to reverse the number and subtract the smaller from the larger. To his surprise, you then tell him his result. You are able to do this by the following method: there are only nine possible answers: 99, 198, 297, 396, 495, 594, 693, 792, 891. As he subtracts, watch his pencil carefully from the other side of the room and you can detect the first figure he writes and that is all you need to know, provided you have memorized the above nine possible numbers.

**ELEVEN.**—Take any number less than 100, reverse it and add them. The resulting sum will always be divisible by 11. For example, the number is 27—add 72 and the sum is 99.

**TRICK ADDING.**—Ask the group to add four two's together so that the result will be five.

$$\text{Solution: } 2 + 2 + 2/2 = 5$$

**HIGHER MATHEMATICS.**—If the number 12,345,679 is multiplied by any digit times 9 the result will contain nothing but the digit named. For example,  $3 \times 9 = 27$ .  $12,345,679 \times 27 = 333,333,333$ .

**EASY MULTIPLICATION.**—In multiplying a large number by 9, add 0 and subtract it from the original number—the result will be the same as if the original number had been multiplied by 9. Example: the number 147,672; add 0 and the number is 1,476,720. Subtract as follows:

$$\begin{array}{r} 1,476,720 \\ - 147,672 \\ \hline 1,329,048 \end{array}$$

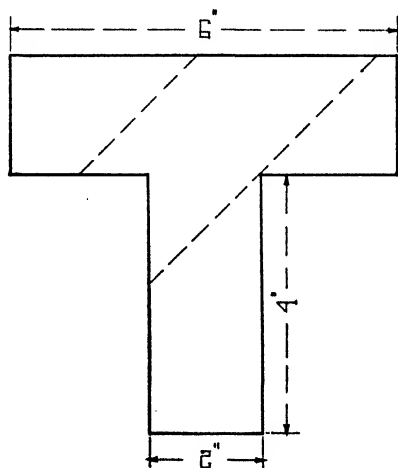
$$9 \times 147,672 = 1,329,048$$

### T Puzzle

*Home, Party*

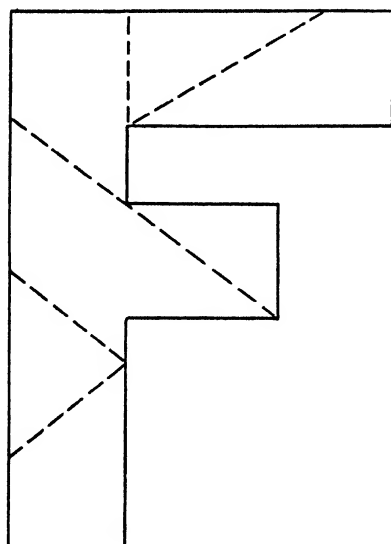
*All Ages*

This appears to be a very simple puzzle, yet it is confusing and difficult even to those who have solved it several times before.

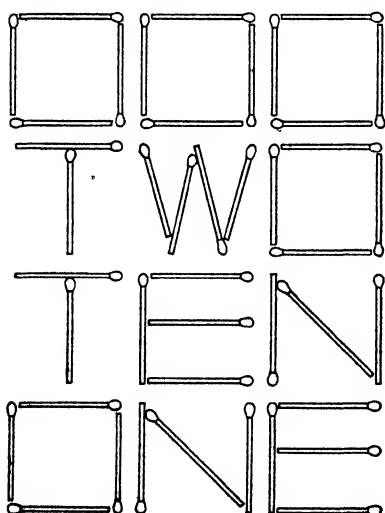


Cut out a letter T of the dimensions in the diagram and cut it into the four sections indicated by the dotted lines. The puzzle consists of fitting the pieces together into the letter T.



*Home, Club***F Puzzle***Juniors to Adults*

Draw a letter F on a cardboard and cut it into pieces as indicated in the drawing. Shuffle the pieces and put them together into a letter F again.

**Match Tricks***Party, Home Juniors, Intermediates*

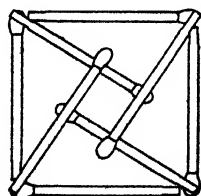
Match tricks hold a peculiar appeal to many. There are many of these, of which the following are examples.

**Two.**—Form three squares with twelve matches. Take away any two and leave two. (Figure 20.)

**TEN.**—Form three squares with twelve matches. Take away three and leave ten. (Figure 20.)

**ONE.**—Form three squares with twelve matches. Take away one and leave one. (Figure 20.)

**SQUARES AND TRIANGLES.**—Using eight matches, form two squares and four triangles. (Figure 20.)

**FIGURE 20**

Coin Tricks

*Party, Home*

*Juniors, Intermediates*

TRICK NUMBER 1.—Arrange six coins in the form of a right angle as in Figure 21. Move one coin and have two rows of four coins each. Solution: Place the lower coin on top of the corner coin.

TRICK NUMBER 2.—Arrange six coins in the form of a cross as in Figure 21. Move one coin and have two rows of four coins. Solution: Place the lower coin on top of the center coin.

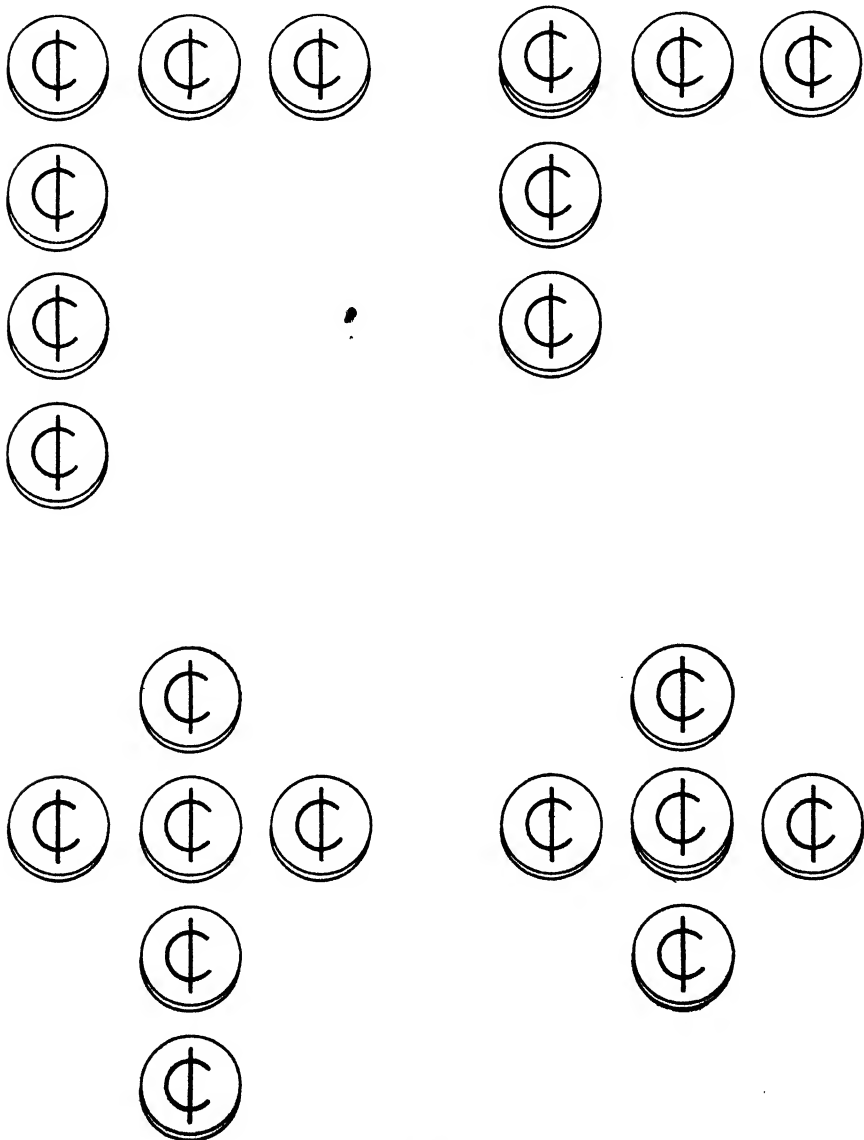


FIGURE 21

### Brain Twisters

Sisters and brothers have I none but that man's father (looking at a portrait) is my father's son. *Answer:* Portrait of his son.

When a woman was asked how many ducks she had she replied, "As they all ran down the path I saw there was a duck in front of two ducks, a duck behind two ducks, and a duck between two ducks. How many ducks were there?" *Answer:* Three ducks, one after the other.

A man with some corn, a fox and a goose finds it necessary to cross a river and he is not willing to leave any of these possessions behind and yet his boat is only large enough to carry one at a time. The man knows that if he takes the corn first the fox will eat the goose, and that if he takes the fox first the goose will eat the corn. What is he to do? *Answer:* First take the goose over, next the fox, then take the goose back and leave him until he has taken the corn over, then go back for the goose.

Mr. Smith gave Forty eight dollars for a horse and sold him for sixty dollars. How much did he make? *Answer:* Fifty-two dollars. (The man's name was Forty.)

A beggar had a brother and the brother died. But the man who died had no brother. *Answer:* The beggar was a woman.

### Riddles

#### *Parties, Informal Groups*

#### *Juniors to Adults*

Children are very fond of riddles and a number of suggestions follow:

1. Why would Samson have made a good actor?

*Answer:* He would have brought down the house.

2. Why is the nose in the middle of the face?

*Answer:* Because it is the scenter.

3. What is full of holes and still holds water?

*Answer:* A sponge.

4. Why is a caterpillar like a hot biscuit?

*Answer:* Because it makes the butter fly.

5. What grows larger the more you take from it?

*Answer:* A hole.

6. Why is the heart of a tree like a dog's tail?

*Answer:* It is farthest from the bark.

7. How long did Cain hate his brother?

*Answer:* As long as he was Abel.

8. What will go up a chimney down but won't go down a chimney up?

*Answer:* An umbrella.

9. Which animal took most luggage into the ark and which took the least?

*Answer:* The elephant, who took his trunk, and the fox and the cock, who had only a brush and a comb between them.

What letter is a sheep? .....	U
What letter is a command to oxen? .....	G
What letter is a verb of debt? .....	O
What 2 letters are the condition of a winter pavement?...	I-C
What 2 letters name a county in England? .....	S-X
What 2 letters make a word meaning too much? .....	X-S
What 2 letters name a creeping vine? .....	I-V
What 2 letters name a verb that means to rot or fall in ruins?	D-K
What 2 letters name a word meaning not difficult? .....	E-Z
What 2 letters name a girl's name? .....	K-T
What 2 letters name a written composition? .....	S-A
What 2 letters name a summer dress goods? .....	P-K
What 2 letters name a kind of pepper? .....	K-N
What 2 letters name a word meaning to surpass others?..	X-L
What 2 letters name a word resembling jealousy? .....	N-V

### Famous People of Story Land<sup>3</sup>

#### Parties

#### Juniors to Adults

- Who lived a long time all alone on an island? Robinson Crusoe.
- Who lost her slipper? Cinderella.
- Who found the cave of the forty thieves? Ali Baba.
- Who stole the singing harp? Jack the Giant Killer.
- Who cut off her hair to help her mother? Jo in "Little Women."
- Who fell down and bumped his crown? Jill's brother, Jack.
- Who stole a pig? Tom, the Piper's Son.
- Who had a blackbird pie for his dinner? The King.
- Who said "Off with her head"? The Duchess in "Alice in Wonderland."
- Who had a playmate named Minnehaha? Hiawatha.
- Who liked to smoke and listen to his fiddlers? Old King Cole.
- Who asked the crocodile what he liked to eat? Baby Elephant in Kipling's "Just So" stories.
- Who fell off the wall? Humpty Dumpty.
- Who had a wonderful wishing lamp? Aladdin.
- Who took a twenty-year nap on a hillside? Rip Van Winkle.
- Who lost their mittens? The Three Little Kittens.
- Who could eat no fat? Jack Spratt.
- Who went a wooing. The Froggy.
- When do dogs bark? When the Beggars come to town.
- Who put the pussy cat in the Well? Little Tommy Green.
- Who lost her sheep? Little Bo-Peep.
- Who went to sleep in the haystack? Little Boy Blue.
- Who ran up the clock? The Mouse.
- Who lived in the shoe? The old woman.
- Who put the kettle on? Polly.

<sup>3</sup> From B. T. Hayhow, "The 'Party-a-Month'—Merry Christmas and a Happy New Year," *Pentathlon*, December, 1929.

**About the United States***Parties**Juniors to Adults*

The guests are told to answer on paper the following questions by writing the abbreviations of states in the United States. The players do not write the questions, but just give the answers, numbering each. Here are the questions with the answers:

1. Which state is the cleanest? ..... Wash.
2. Which state is the most religious? ..... Mass.
3. Which state never forgets itself? ..... Me.
4. Which state saved Noah and his family? ..... Ark.
5. Which state is a physician? ..... Md.
6. Which state is a grain? ..... R. I.
7. Which state seems to be in poor health? ..... Ill.
8. Which state is an exclamation? ..... O.
9. Which state is a parent? ..... Pa.
10. Which state is to cut long grass? ..... Mo.
11. Which state is to study carefully? ..... Conn.
12. Which state is a number? ..... Tenn.
13. Which state is metal in its natural formation? ..... Ore.
14. Which state is the happiest? ..... Ga.

**Penny Wise***Parties**Juniors to Adults*

Each player is provided with a Lincoln penny, and paper and pencil. On the paper beforehand or to dictation are written the following items, without the answers, of course.

The player who has the largest number of correct answers keeps his penny. The answers must be found on the penny:

- The name of a song. (America)
- A privilege. (Liberty)
- A small animal. (Hare) (hair)
- A part of Indian corn. (Ear)
- A part of a hill. (Brow)
- Something denoting self. (Eye) (I)
- Part of a door. (Lock) (of hair)
- A foreign fruit. (Date)
- What ships sail on. (Sea) (C)
- A perfume. (Scent) (Cent)
- A Chinese beverage. (Tea) (T)
- A term of marriage. (United States)
- Part of a plant. (Leaf)
- A religious edifice. (Temple)
- A messenger. (One sent) (Cent)
- A method of voting. (Ayes and noes) (Eyes and nose)

## CHAPTER IX

### SMALL EQUIPMENT GAMES FOR CLUB ROOM AND HOME

A CLUB or organization need not want for play equipment for its club room or play room, even though it does not have the funds to purchase the elaborate equipment frequently found in club rooms. Simple homemade equipment, costing little but the time it takes to make it, can be provided, which will bring all the joy that high-priced game gadgets will.

"Fun not bought with money" is an excellent recreation maxim, and it applies to club-room equipment as well as to commercialized recreation. A game that is simplicity itself and costs but a half hour of time for the making may prove as challenging to club members as an elaborate item costing hundreds of dollars.

This chapter suggests a few such articles of club-room game equipment which cost little or nothing, but which have proven very satisfactory.

#### Box Hockey

*Home, Club, Party, Picnic*

*Juniors to Adults*

This is a very popular game, and since it can be played strenuously in a small room and without damage to furniture, it is ideal for home use. As a game for small clubrooms it has few equals in adaptability and popularity.

*Equipment.*—The frame illustrated in the diagram must be built. It consists of sides, ends, and a middle partition, but has no bottom. It is made out of two-inch lumber. While it may be eight, ten, or twelve feet long, a length of ten feet is recommended for average conditions. Each end board has a hole cut at the bottom in semicircular form as illustrated in Figure 22, three and one-half inches wide. The middle partition has two such holes at the bottom and a groove cut in the center of the top two inches wide.

An old baseball and two flat, boys' hockey sticks are needed.

*The Play.*—Two players only can play at a time. They stand on opposite sides of the box, facing it. Each player's goal is the hole at the end of the box to his left. The object is to hit the ball through this hole with the hockey stick.

*At the start* the ball is placed in the groove at the top of the middle partition. The two players place their hockey sticks on the floor on opposite sides of the partition, raise them and strike them together above the ball; this is done three times and after the third tap they attempt to hit the ball. If the ball falls into the half of the box to the player's right he must work it through the holes in the partition into the section to his left, and then he is in position to attempt to score. If the ball is knocked out of the box it is put in play by placing

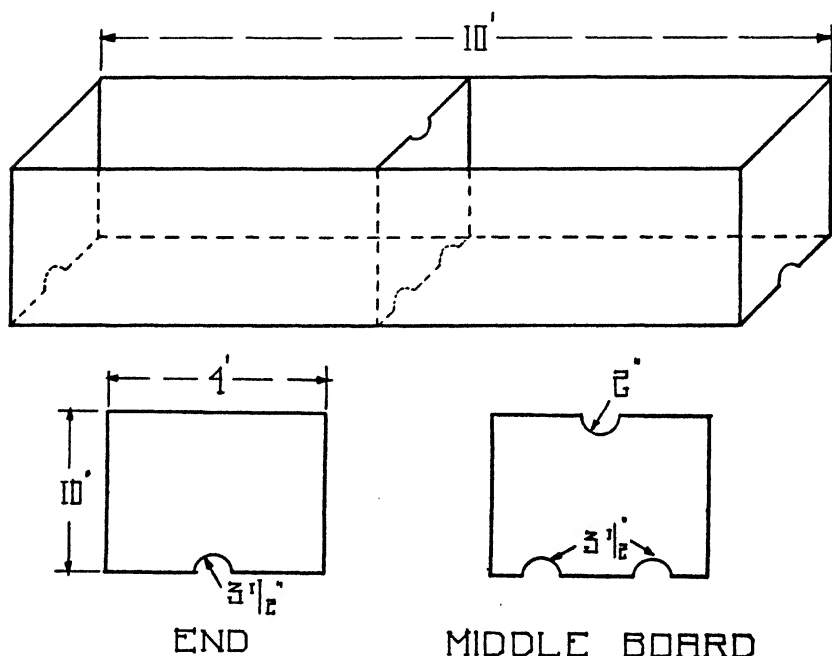


FIGURE 22

it on the floor in the box opposite the point where it went out, and the players tap their sticks above it three times as at the start.

*Scoring.*—One point is scored each time a player puts the ball through the hole in the end of the box to his left. Five points constitute a game.

### Parlor Polo

*Club, Home*

*Juniors to Adults*

This interesting little table game calls for a box made exactly like that shown above in Figure 22 for Box Hockey, except that it is made on a miniature scale. The box is made of quarter-inch stuff and is twenty-four inches long, twelve inches wide, and four inches high. Like the box hockey box, it has no bottom, but is set on a table. A marble is used for a ball and lead pencils for sticks. The game is played exactly as in Box Hockey.

## Dart Throwing

*Club, Home, Playground, Camp*

*Juniors to Adults*

Dart throwing is one of the most universally fascinating of the club-room and summer-camp activities.

Excellent darts can be purchased very inexpensively. For club-room use, a piece of wall board five feet square may be used for the target board. Paint a target on it consisting of ten concentric circles. The bull's-eye is three inches in diameter and each succeeding circle one and one-half inches from the next smaller. Thus the target is thirty inches wide, and when placed on the five-foot board, there is plenty of board outside the target to stop poorly-aimed darts. Number the circles from the center out, 10 to 1. The board should be nailed on two uprights and set up against the wall. Establish a throwing line fifteen to twenty feet distant.

For outdoor use, a board six feet square should be used, with a target five feet wide painted on it.

Each player throws one dart each turn. Each dart scores in the circle in which it sticks. Those on a line score in the higher circle. There are two ways to score: (1) the player wins who scores one hundred first; (2) the player wins who has the highest score when all have thrown thirty-six (eighteen) darts.

There is an element of danger in dart throwing and the play needs careful supervision when children are participating. All should be kept behind the throwing line until all the darts have been thrown; then all go to the board to recover the darts.

## Rope Quoits

*Parties, Home, Club*

*Juniors to Adults*

The equipment for this indoor form of quoits can easily be made at home. In the center of a piece of board eight inches square and one inch thick, bore a one-inch hole; in this hole insert a section of a broomstick or similar peg so that it sets up to a height of five inches. The quoits may be made of rope or rubber hose. The rope quoits are six inches in diameter, outside dimensions, and may be more quickly made as follows: Cut a five-foot section of one-fourth inch rope and make a five-inch coil in the center; then twist the ends tightly around and around the loop; tuck the ends under and hold them by wrapping them tightly with adhesive tape. The hose quoits are made from fourteen inches of old rubber hose; coil the hose into a circle and hold by wrapping securely with adhesive tape. Two pegs and four quoits are needed.

Place the pegs from twelve to fifteen feet apart and play according to the regular rules of Quoits.



### Dart Baseball

*Club, Home, Playground, Camp*

*Juniors to Adults*

Paint the diagram shown in Figure 23 on a board or piece of wall board five feet square. If desired, this design may be painted on the back of the bull's-eye target board described above in Dart Throwing. By turning the board around, either type of contest may thus be played.

The throwing line should be fifteen feet distant. The players

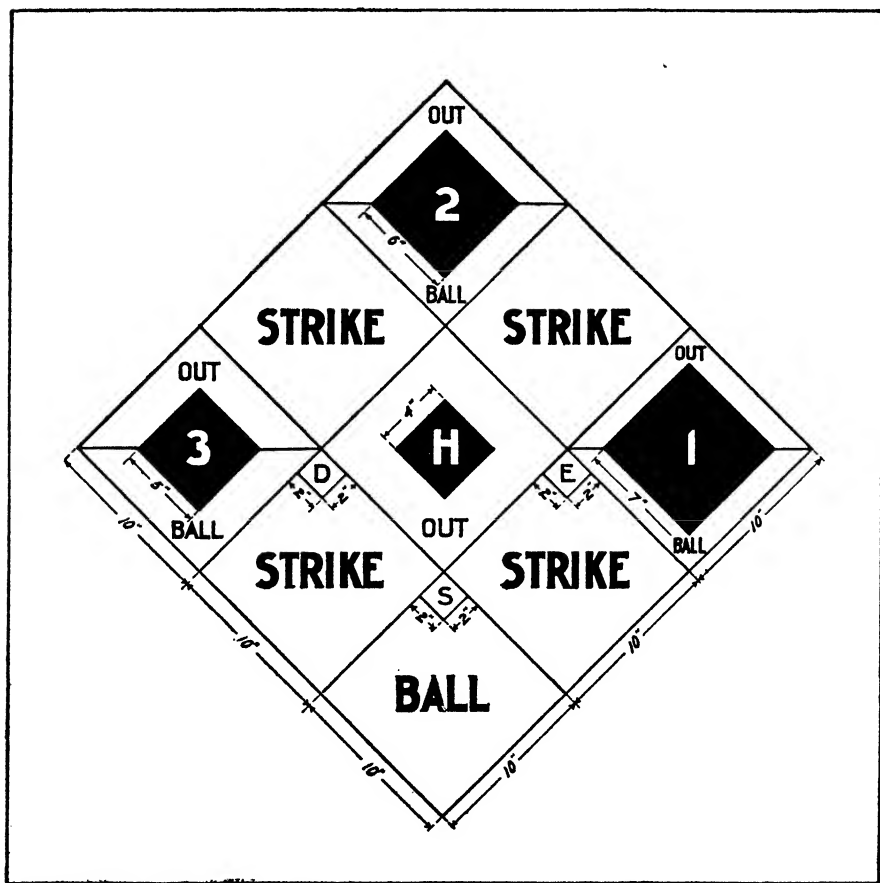


FIGURE 23

choose sides. One team is "at bat" and throws until it is out; then the other side throws. Square "H" is a home run, "1" is a single, "2" is a two-base hit, and "3" a three-base hit. When a player makes a hit, he leaves the dart in the square and advances if the following player hits. If the batter hits "E" (error) or "D" (dead ball) he takes his base. "S" stands for a sacrifice hit. If a dart fails to stick in the board and falls, or does not hit the board, the batter is out.

## Ring Golf

*Club, Home, Picnic*

*Juniors to Adults*

Make nine pegs as described in Ring Quoits and station them at various points around the room. Part of them may be in one room and part in another. If outdoors, drive broomsticks painted white in the ground at intervals of 100 to 150 feet. Each player needs a rope or rubber-hose quoit made as described in Ring Quoits.

The players throw in turn for the first peg, counting the throws required to ring it. Each throw is made from the point where the preceding throw came to rest. The player wins who completes the nine pegs in the fewest throws.

## Bull-Board

*Home, Party, Club*

*Juniors to Adults*

This is a popular ship-board game which may be played any place. It requires but a small space and the equipment is simple and easily made.

The bull-board diagram illustrated in Figure 24 may be drawn or painted on the floor, but it is much more satisfactory to prepare a board for the purpose. The board is three by four feet in size, made out of one-inch lumber. Under the top edge nail a four-inch board so that when the board is laid on the floor it has a slight slope toward the players. Paint the design on it, making each square twelve inches. Number the squares as illustrated.

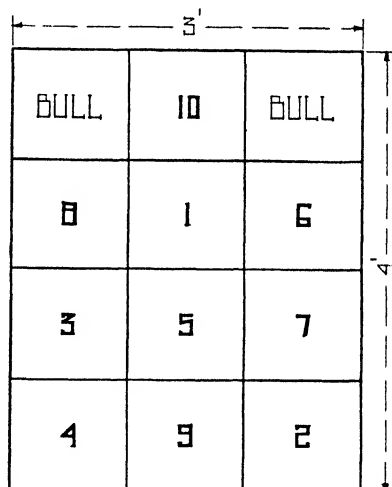


FIGURE 24

Ten disks of wood are needed. They are four inches in diameter and sawed out of half-inch lumber.

The sides of the disks may be covered with canvas glued to the wood. Half of the disks should be painted one color and half another color.

Place the bull-board on the floor and establish a throwing line twelve to fifteen feet distant. The distance should suit the ability of the players.

The game is played between two players. Each have five disks and they take turns in throwing them at the board. When all are thrown, the inning is over and the score counted. Each disk scores the number of the square in which it rests at the end of the inning.

Those touching division lines score in the higher square. If a disk touches a "bull" square, the player loses all of the points made that inning. However, if both bull squares are touched by his disks they cancel each other. The disks do not count in the squares where they land when thrown, but where they are at the end of the inning.

If a player steps over the line in throwing, the disk is dead for the inning and is removed at once.

The player wins who scores one hundred points first.

SEQUENCE BULL-BOARD.—This is the type of game most frequently played on a bull-board but it is more difficult and usually not as interesting to beginners as the above.

The object is to throw the disks so that they land in the squares in the following order:

Squares 1 to 10 consecutively  
The right-hand bull square  
The left-hand bull square  
The left-hand bull square  
The right-hand bull square  
Squares 10 to 1 consecutively

A player continues to throw for a square until he makes it. When the inning is over, he takes up his play on his next turn by throwing for the square next higher than the last one he made.

All the disks are left on the board until the player completes his five throws. Disks touching a division line do not count but may be knocked into the desired area by succeeding disks.

If a disk rests in one of the "bull" squares out of its proper order, the player must start over again beginning with one if going up, or ten if going down. If a disk falls off the board the player is set back one square; that is, if he were playing for the 3 square, he would have to play for the 2 square.

The player wins who first completes the circuit of the squares in their designated order.

PENNY BULL-BOARD.—This is a simple variation of Bull-Board which is particularly interesting for home play or for rotative parties. Draw the bull-board diagram (Figure 24) on the floor with chalk next to a wall. Each square should be five inches in size. Establish a throwing line six feet distant.

Each player tosses five pennies, one after another. He adds up the total of the squares in which his pennies rest to obtain his score. Pennies resting on a line score in the higher square. If a penny comes to rest in a bull square, all pennies thrown previously do not count and the player is entitled only to the score made on the following throws.

After all have thrown, the one with the highest score wins.

## Exo

*Club, Home**Juniors to Adults*

In his excellent book *Homemade Games*<sup>1</sup> Arthur H. Lawson describes the following variation of Bull-board. A more detailed description can be found in *Homemade Games*.

The board is exactly like the board used in Bull-board (see Figure 24) except that there is an additional row of squares across the bottom which is an exact duplicate of the top row. In place of the word "Bull" the letter X is used. Thus both the top and bottom rows of squares read

X   10   X

The disks are the same as in Bull-board.

If a board is made for Exo, it can be used for both Exo and Bull-board. In playing Bull-board, just disregard the bottom row of squares.

The game is played between two players. The players take turns in throwing their disks at the board. Each has five disks. When all are thrown, the inning is over, and the disks are retrieved. If a player steps over the throwing line, the disk is dead and counts for nothing.

Each disk scores the number of the square on which it rests when the player's turn is completed, and the score is added. A disk touching a division line scores in the higher square. If a disk touches an X square, the player loses all points scored that inning. However, if two X's are touched in one inning, they cancel each other. If a player scores three X's in an inning, his score for that inning is doubled. If he scores four X's, his total score is doubled.

The player wins who scores one hundred points first.

SEQUENCE Exo.—This game requires considerably more skill than Exo. The object is to toss the disks so that they will score in the following order:

1 to 10 consecutively	Lower Left X
Upper Right X	Lower Right X
Upper Left X	10 to 1 consecutively

If an X is thrown out of order in an inning, the player loses one point; that is, if the last square he made going up is 5, he must play for 5 over again. If he throws two X's, in one inning, they cancel each other. If he scores three X's he must start over again, or go back to 10 if he is going down. If he makes all four X's, they cancel each other.

<sup>1</sup> Arthur H. Lawson, *Homemade Games*, p. 127. Philadelphia: J. B. Lippincott Company, 1934.

## Fruit Jar Ring Toss

*Home, Party, Club**Juniors to Adults*

Into a board twenty-four by eighteen inches, nails are driven and numbered as in Figure 25. The nails should extend out from the board at least two and one-half inches and should be tilted at a slight angle upward. The board is hung on a wall. For a permanent board for a clubroom, round-headed screws may be used instead of nails and

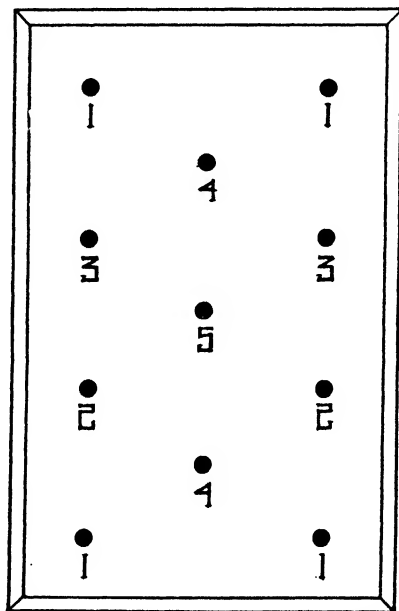


FIGURE 25

the board varnished. The throwing line is about nine or ten feet distant. Ordinary large-sized can rubbers or fruit-jar rings are used.

The contestants take turns in throwing, each throwing three rings each turn. Each ring scores the number marked under the nail on which it hangs. Twenty-one points constitutes the game.

## Skittles

*Club, Playground, Camp, Yard**Juniors to Adults*

This excellent little game of the tenpin type, taken from *Homemade Games*,<sup>1</sup> is more satisfactory than Tenpins in that it does not require a smooth floor. Instead of using a ball, a disk is used.

If small tenpins are available, use them. Otherwise, use ten round sticks three inches in diameter and nine inches long. Set them up in

<sup>1</sup> Arthur H. Lawson, *Homemade Games*, p. 74. Philadelphia: J. B. Lippincott Company, 1934.

the triangular form used in Tenpins with the apex toward the bowling line. The disks are of wood, four and a half inches wide and one and one-quarter to one and one-half inches thick. Twelve disks are needed.

The disks are propelled in two ways: one may slide them if the floor is smooth enough, or if outdoors, they may be thrown with the flat toss as in Horseshoe Pitching.

The players take turns in throwing. Each is entitled to three throws each turn. If all pins are knocked over by one disk, a strike is scored as in bowling. If all are knocked over in two throws, a spare is scored. If all three disks are used, the total number of pins displaced are counted as the score. (For scoring, see Bowling in *Active Games and Contests*.)

Each turn constitutes a frame. Ten frames constitute a game or string. Three strings constitute a match.

### Nine Holes <sup>1</sup>

*Club, Home, Party*

*Juniors to Adults*

The equipment is very simply made. First make a board thirty inches square out of one-inch lumber. Mark nine circles, three in a row, on the board, each circle being two and one-half inches in diameter. Saw out the circles. Now nail a five-inch board on three sides to serve as a fence or backstop. We now have a box with three sides. On the fourth side, level the bottom board so that a ball may be rolled into the box without making too much of a bounce.

Number the holes so that the rows add up to fifteen in every direction. To get the plan, see the Bull-board diagram.

Croquet balls are used. They will rest in the holes and not fall through. If baseballs are to be used, the holes should be smaller.

Place the board on the floor and elevate the back side of it five inches by placing a block of wood or some books under it. Fifteen feet from the open side, draw a throwing line.

The game is best played by two players. Each has three balls, and they alternate in rolling. When all six balls have been rolled, the inning is over. Each player scores the number of the holes where his balls rest when the inning is over. If a ball comes to rest in a hole and a subsequent ball displaces it, it does not count unless of course it stops in another hole.

A ball is dead and is removed at once if the player threw the ball instead of rolling it, or stepped over the line in bowling.

The player wins who first scores one hundred points.

SEQUENCE NINE HOLES.—The object is to score in the holes in the following order: 1 to 9 consecutively, and 9 to 1 consecutively.

<sup>1</sup> Arthur H. Lawson, *Homemade Games*, p. 137. Philadelphia: J. B. Lippincott Company, 1934.

The balls count as they rest at the end of the inning. If at the end of the first inning a player has balls resting in holes 1 and 2, he will throw for hole 3 at the start of the next inning. The player wins who completes the routine first.

### Washer Baseball

*Parties, Home, Sidewalk, Club*

*Juniors to Adults*

The diagram illustrated in Figure 26 is marked out with chalk on the floor or sidewalk. The throwing line is ten to twelve feet distant. Purchase from the hardware store a dozen washers, four inches in diameter or as large as can be obtained.

The group divides into two teams, one at bat and the other in the field. The team in the field does nothing but return the washers.

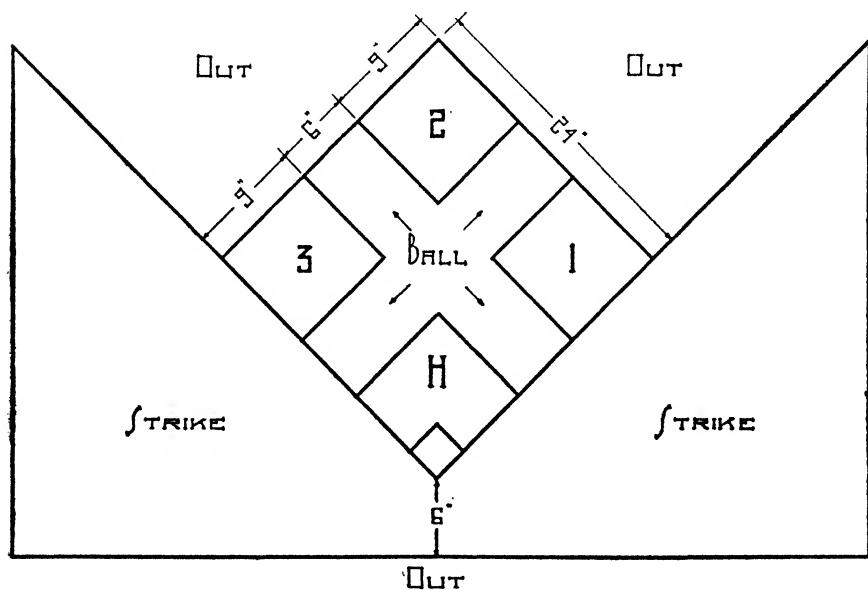


FIGURE 26

The first batter takes his position at the throwing line and throws or slides washers at the diagram until he is out by striking out or flying out to the field, or until he gets on base by a hit or four balls. The regular routine of baseball is followed. The batting side continues at bat until it has three outs, then the teams reverse positions.

### Target Shuffle

*Club, Party*

*Juniors to Adults*

With chalk or paint mark a fifteen-inch square on the floor or near one end of a table-tennis table. In it draw four concentric circles, the inner one four inches in diameter and the others four inches from the

next smaller. Number the circles 10, 5, 3, and 1. The areas in the square outside the outer circle are marked "10 off."

The disks are cut from three-fourths-inch wood and are two and one-half inches in diameter. The cues are made from the same pattern used in making regular shuffleboard cues, but are only thirty inches long over all; the shovel part is four inches long. (See Shuffleboard in *Active Games and Contests*.)

Establish a serving line eight feet away and play as in Shuffleboard. Disks resting on a line score in the higher circle. Those resting on the outer circle line score in the "10 off" area. The game is fifty-one points.

VARIATION.—Slide the disks with the hand instead of using the cues.

## Table Bowling

*Club Room, Home*

*Juniors, Intermediates*

The table is a box-like structure on legs, built as illustrated in Figure 27. It is ten feet long and four feet wide. A set of tenpins is needed, obtainable from a toy store. Ordinary hard baseballs are used.

The tenpins are placed in the position on the board illustrated in the diagram. The player rolls the ball from the opening at the lower end so that it hits the board at the upper end, rebounds, and knocks down the tenpins. Each player has two bowls each frame unless he knocks all the pins down with one bowl. The scoring is as in Bowling (see *Active Games and Contests*). Knocking all the pins down with one bowl counts a strike, all in two bowls, a spare. The game is ten frames as in Bowling.

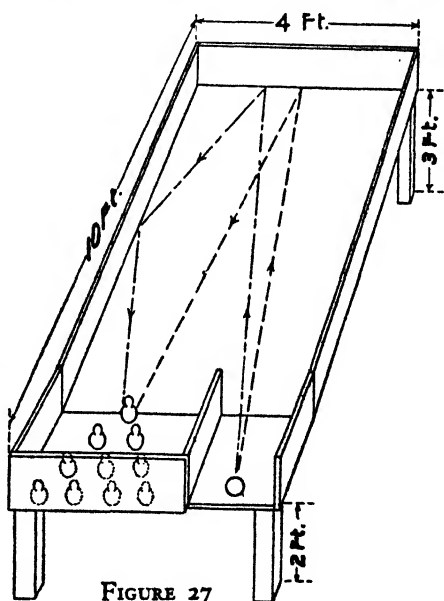


FIGURE 27

## Disk Croquet<sup>1</sup>

*Club, Home*

*Juniors to Adults*

This is an indoor game of Croquet, and as the name implies, is played with a disk instead of a ball. It can be played in any room twenty by thirty feet in size, or smaller if necessary.

<sup>1</sup> The idea for this game was taken from A. H. Lawson, *Homemade Games*, p. 85. Copyright 1934. By permission of J. B. Lippincott Company, publishers.



The disks are about three inches wide and one inch thick. Regular croquet mallets are used. The wickets are of wire, each end of which is stuck into a small block of wood so that it will stand on the floor. The wicket should be six inches high and three and three-fourths inches wide.

Arrange the wickets as in regular Croquet, using whatever space is available. For stakes, a spot may be marked on the floor, or a two-inch stick may be set up.

The game follows the regular rules of Croquet, but it will be found that the game calls for skills all its own.

### Skully

(Chinese Checkers)

*Playground, Home, Club, Party*

*Juniors to Adults*

Skully is an old game of the city streets, but since it requires a space only three feet square, and equipment that can be found easily, it is excellent as a game for the home.

*Court.*—Outdoors, the court is laid out on a square of a concrete sidewalk, three by three feet. Indoors, the top of a card table is ideal, or a square may be drawn on the floor. Lay out the court with chalk

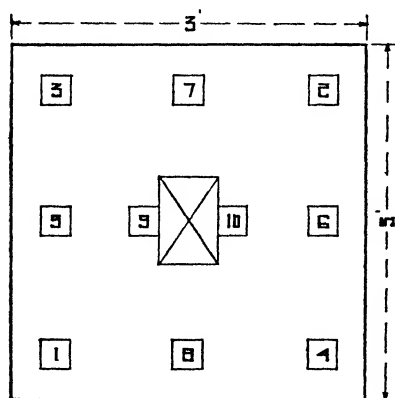


FIGURE 28

as illustrated in Figure 28. The squares are four inches square and numbered as illustrated. The rectangle in the center measures eight by twelve inches and has diagonal lines connecting the corners. This rectangle is known as the "pit." Bases Number 9 and Number 10 adjoin it on either side.

*Equipment.*—Each player is equipped with a checker or bottle top for a shooter.

*Players.*—From two to six may play at once.

*Object.*—The object is to advance the checker by snapping it with the thumb and forefinger through the ten bases of the court in proper sequence.

*The Play.*—The players shoot in turns. Each starts by placing his checker at the spot marked X. He shoots for square Number 1. If he makes it he continues shooting for the other bases in sequence until he misses. He resumes playing next turn from the spot where the checker stops.

If a player strikes an opponent's checker in shooting he may have an additional turn and may also skip the next base for which he is due.

After a player has made a successful shot he may remove his checker to a more advantageous spot if he chooses, provided the checker is not removed from the base in which it rests.

If a checker goes out of bounds it is returned to the boundary line at the point where it went out, from which point it is played when the player has his next turn.

*Misses.*—The play is a miss (1) when a checker fails to come to rest within or touching the proper base; (2) when a checker is shot out of bounds; (3) when a checker comes to rest touching a diagonal line of the pit.

*The Player Starts Over.*—The player must start over by returning his checker to the starting point (1) if his checker goes out of bounds on two consecutive turns; (2) if his checker comes to rest in the open space of the pit or touching the boundary lines of the pit (if it touches the diagonal lines of the pit the shot is ruled only as a miss). If the checker rests on a dividing line between the pit and bases Number 9 and Number 10 it is ruled as being in the pit.

*Scoring.*—The player wins who is the first to complete the round of the bases and reach Number 10.

### London

#### *Home, Sidewalk, Playground*

#### *Children*

On a sidewalk or other smooth surface draw with chalk the court illustrated in Figure 29. Establish a throwing line six feet from the bottom end. Each player holds a disk or any small block of wood.

The first player slides his block into the court and in the space in which it stops, draws a small circle representing a person's head. The other players then throw in turn, putting heads in the spaces where their blocks come to rest. Several players may thus have heads in the same space.

The second time a player's block rests in a space in which he has already drawn a head, he draws a larger circle adjacent to the head to represent the body. The third time, he adds one leg and the fourth time the other leg. However, if the block comes to rest in a space

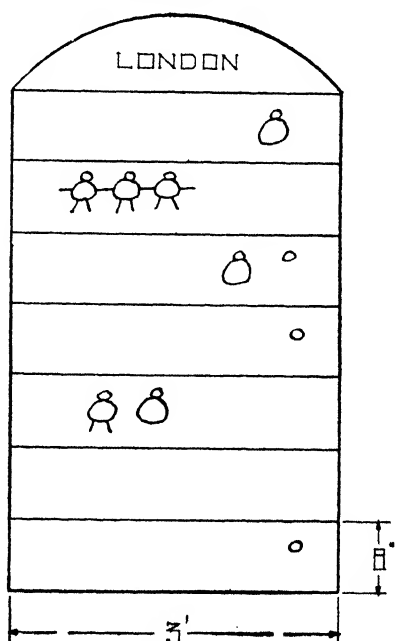


FIGURE 29

where the player has not yet drawn a head, he draws one. Thus a player may have a number of partially completed men in the various spaces. As soon as a player has a man completed, he attempts to start a second man beside the first.

When a player has three men in a space complete except for the arms, he attempts to slide his block into this space again and when he succeeds he adds the arms to all the men by drawing a straight line through all of them. The player wins who first puts the arms on the three men.

Players may add to their own men only. Blocks resting on a line score nothing. If a block lands in the space marked "London" the player may draw a head in every space or add a mark to a man he has started in each space.

### CLUB ROOM AND PLAY ROOM GAMES IN OTHER CHAPTERS

The following games and contests described elsewhere in this book make good games for a club room and play room.

Table Golf.	Beanbag Toss.
Fruit Jar Ring Quoits.	Golf Target Board Putting.
Clothespin Ring Toss.	Target Spin.
Chair Quoits.	Blowing Football.
Bottle Quoits.	Shanty Shuffleboard.
Disk Quoits.	Parlor Shuffleboard.
Disk Roll.	Swing Ball Tenpins.

The following games described in *Active Games and Contests* are unsurpassed as equipment for a club room or play room:

Dart Throwing.	Sidewalk Tennis.
Dart Baseball.	Balloon Volleyball.
Table Tennis.	Club Room Volleyball.
Shuffleboard.	Sponge Badminton.
Blow Guns.	Sidewalk Golf.
Tilting.	Skiddles.

## CHAPTER X

### JOKE STUNTS AND TRICK GAMES

#### Skeegee Weegee

*Party, Club*

*Juniors to Adults*

**B**OYS and girls, or men and women, should be seated alternately in a circle. The leader explains the game, saying that it is a sort of "follow the leader" type of game, and that each in turn should do just as he does. The leader, sitting in the circle, then reaches over and pinches the right cheek of the person to his left, and says "Skeegee Weegee." This procedure is followed by all around the circle.

The leader then says the same thing and pinches the opposite cheek. In successive turns he pinches the chin, forehead, and finally the nose. During all this time the victim is being beautifully decorated by the person next to him, whose fingers are smeared with lamp black or burnt cork.

The leader then produces a mirror, looks at himself in it, and says, "Skeegee Weegee." The mirror is thus passed around the circle until the chagrined victim sees his changed countenance.

**PINCHY WINCHY.**—This is exactly the same as the above game except that as each player pinches the next, he says "Pinchy Winchy."

#### Helping the Brother Out

*Club, Party*

*Intermediate to Adults*

This is an excellent trick for an initiation especially in a secret or semi-secret organization which deals in passwords and signs. In parties when used as a forfeit, the victim may be told that he is to be initiated into the Loyal Lodge of Loons and then proceed with the trick.

The victim is seated in a prominent chair to the front. When the time arrives a dignitary of the fraternity says "The brother will please stand and state the thirteenth password." Not knowing it, he becomes embarrassed and says that he can't say it. The leader then talks privately to him on the side:

**Leader:** "You mean to say that you don't know the thirteenth password?"

**Victim:** "No."

**Leader:** "You should—it's been told to you. I think the best way

out of the situation will be for you to make a clean breast of it and tell the brothers that you don't know the password, and ask if there is a brother present who will help you out. Say it just that way."

The victim then arises and says to the lodge:

"I'm sorry, but I don't know the password. Is there a brother present who will help me out?"

Whereupon three or four of the strongest brothers shout "Sure" and leap to their feet, grab the victim and help him out and off the porch.

### **The Court of the Shanghai Empress**

*Club, Party*

*Intermediates to Adults*

The ones to be the victims of the joke or initiation are asked to leave the room. The others seat themselves in a semi-circle facing the Empress who occupies her throne. The Empress doubles her left leg under her and sits on it, and in its place hangs a carefully stuffed stocking which is put inside her slipper so as to make it resemble her real leg.

The first victim is called in and the leader explains with much "business": "In the court of the Shanghai Empress there is a peculiar ancient custom that all who enter must shake well the left leg of every person in the court, reserving until the last the extending of this honor to the Empress."

The victim begins the shaking and gets along quite well until he attempts to shake the left leg of the Empress and is startled when that member comes off.

### **Brother, Behold the Sacred Sign**

*Fraternity, Club, Party*

*Intermediates, Seniors*

This stunt works best as an initiation trick in a club or fraternity. Precede the trick with solemn ceremony or a serious talk to the brothers on the sacredness of the secret sign. Then lead the one to be initiated or the victim of the trick to the front and stand him with his back to the group. The initiator stands facing him. Both the initiator and the victim hold a saucer containing some trivial token supposed to have a secret meaning in the fraternity. The bottom of the victim's saucer is blackened with lamp black or powdered charcoal.

The initiator, in the ritualistic fashion of initiations, and very impressively, states that he will now give the new brother the sacred sign. Tell the victim that he must pay the strictest of attention and repeat every movement of the sign exactly as he does. Furthermore he must look eye to eye at the initiator as the sign is conveyed.

The leader then touches the token in the saucer; rubs his finger

in the bottom of the saucer, and draws various symbols with his finger on his forehead, cheeks and chin. The victim, following every move, does likewise.

Then the initiator announces to the group that he desires to present the new brother, who turns to face the group with face decorated fantastically in black.

### Initiation to the Iowa Fraternity

*Club, Fraternity, Party*

*Juniors to Adults*

Three confederates are in on this joke. Put three chairs in a row. Bring in the person to be initiated and seat him in the center chair with a confederate on either side of him. The third confederate acts as High Priest. He solemnly asks one of the confederates to take three steps before him, then three steps backward, bowing each step and imitating a barnyard animal which the High Priest names (a cow by mooing, a pig by grunting, etc.). After the three steps backward he turns toward his chair and bows to it before sitting down. After the first confederate has done this most solemnly, the second confederate goes through the same ritual with the leader designating a different animal. Then the one being initiated is asked to do the same, imitating the cackle of a hen. While he is bowing to the High Priest and cackling like a hen, one of the seated confederates slips an egg on his chair. The candidate does not see the egg until he turns and bows to his chair. This finishes his initiation with laughter.

### Ten-Cent Fortunes

*Parties*

*Juniors to Adults*

Three sit down solemnly beside a table containing a glass of water to have their fortunes told. The victim is in the center, and the three join hands to establish the psychic chain. It is explained that each is to be permitted to ask two questions answerable by a number. The victim might ask, "How many thousand will I be making a year when I am thirty-five?"

A dime is dipped solemnly in the glass of water and pressed against his forehead—it will stay there. He is then told to shake his head and the number of shakes required to dislodge the dime will be the answer to his question. He shakes—three, four, five, six—he will be making six thousand dollars!

Now for the second question: "How many children will I have when I am thirty-five?" Once more the dime is dipped and pressed firmly against his forehead, but this time it is removed—the water and the pressure produce a sensation causing him to think it is still there.

He begins to shake—five, ten, fifteen, twenty violent shakes and still there is no end.

### Barnyard Music

*Parties*

*Juniors to Adults*

This starts out as a noisy stunt but soon turns into a joke on one of the members. The leader gives each guest the name of a barnyard animal to imitate, being careful to assign to the victim the task of braying like a donkey. At the signal each shouts his call—one barks like a dog, another whinnies like a horse, a third crows like a rooster, and so forth. All goes well the first time, and then the leader quiets everyone down to give the signal to start again and asks all to start their call quickly and loudly when he waves his hand. The signal is given and not a sound is heard except from the victim, who sounds forth loudly with a donkey solo.

### Zig-Zag Walk

*Party, Club*

*Juniors to Adults*

Place several objects of varying sizes at irregular intervals across the floor—milk bottle, pan of water, pile of books, gold-fish bowl, large mirror, and sheet of fly paper. Have the victim walk over them, carefully judging the location and height of each, and the distance between them. Then blindfold him and tell him to walk back over the course.

While he is being blindfolded, remove all the objects from the floor. The victim then high steps and straddles his way carefully across the vacant floor. Instructions from the side lines help to steer him and congratulate him on his success.

### The I Know Club

*Party, Club*

*Juniors to Adults*

The leader announces that all who are not already members may now join the I Know Club, provided they possess certain information. Everyone must be informed about some subject to be admitted.

The leader says "I know law, so I am admitted. What do you know, Mr. Bitters?" If Mr. Bitters says that he knows some subject which contains the letter "i", he is refused admission. Mr. Bitters says "I know politics," to which the leader replies "That's too bad, you can't join! Please stand over here in the black-balled section." Miss Selters who sits next in line says "I know music," to which the leader is forced to reply "That is most unfortunate, Miss Selters, your application to the I Know Club is refused." She also joins the black-balled section. Then Mr. Rickey says "I know tobacco." "That's excellent, Mr. Rickey. Congratulations. You are admitted," replies the leader.

So it goes until all have made their bid for membership. There will probably be many more refused than admitted. The leader then

explains the secret of eligibility to the unfortunate ones and says that perhaps the decision may be reconsidered if they all kneel reverently in Chinese fashion and utter the Chinese Prayer.

### The Chinese Prayer

*Party, Club*

*Juniors to Adults*

This is a hoax and should be used on a few whom for some reason the group wishes to submit to a joke. The leader asks all to kneel on both knees and place their foreheads on the floor. When all are in position the leader asks them to repeat after him, line by line, the Chinese Prayer:

I know my heart,  
I know my mind,  
I know that I'm  
Stuck up behind.

### Egg Balancer

*Party, Club*

*Juniors to Adults*

The leader places a carton containing a dozen eggs on the table and claims that he can balance an egg on a lead pencil. He attempts and fails, and the egg smashes on the table. The leader says that he can't work with so much noise and confusion, and asks all to be very still. He attempts to balance a second egg and it too breaks, making the table very messy.

The leader then becomes temperamental and upbraids the group for their lack of cooperation and courtesy in not keeping quiet. When his third attempt fails and the egg breaks, he loses his temper, picks up the remaining eggs and throws them at the crowd.

The guests scream and scatter before they discover that the eggs being thrown are rubber eggs. The success of this stunt depends on the effect produced by breaking the eggs on the table.

Rubber eggs may be purchased at a theatrical supply or novelty store.

### Holding the Bucket

*Party, Home, Club*

*Intermediates to Adults*

Fill a heavy tumbler or small kitchen bowl with water, stand on a chair, and place it against the ceiling; then place a stick under it with which to hold it, and remove the chair. Challenge the unsuspecting one to hold the stick and dance a jig, or hold out his hand and kick it, or some other very simple stunt. This he does easily, but when he completes it he finds himself deserted by the guests and holding the glass against the ceiling with no way to get it down. Try this on a man—ladies do not take kindly to water spilled on their party dresses.



The stick should be just long enough so that the glass can be reached with it by holding the arm overhead.

When conditions permit, a large bucket of water may be placed on the ceiling.

### **The Royal Order of Siam**

*Party, Club*

*Juniors to Adults*

Like the Chinese Prayer this is a joke on the performers and should be played with a few participating and the majority watching. The leader asks the players to kneel, bend forward, and stretch their arms out, placing the palms on the floor. The first move is to learn the salute—from the above position, slowly rise until the arms are extended overhead, then slowly bend to the floor again. Next the accompanying words are to be learned. To the first time the arms are raised, say "Oh wha," the next time say "Tagoo," and the last time "Siam." Repeat over and over, increasing the speed gradually until they realize that they are saying:

Oh, what a goose I am

Oh, what a goose I am, etc.

### **Tumbler Tumbling**

*Party, Home, Club*

*Intermediates to Adults*

Ask the unsuspecting one to hold out both hands, fingers extended, palms down. Place two full glasses of water on his fingers, one on the fingers of each hand. He is then asked to repeat such a little rhyme as "Mary Had a Little Lamb." This, of course, he does successfully, but finds that no one offers to remove the glasses, and he is confronted with the dilemma of getting rid of them.

### **Lighthouse**

*Parties*

*Intermediates to Adults*

The most distinguished gentleman present is selected as the lighthouse. He stands up in the middle of the room and radiates that precious gleam of light from his eyes. Now the leader asks for several rocks to surround the lighthouse, kneeling on the floor and facing it. A buoy or two and a couple of boats are then stationed near by, all kneeling.

The biggest and huskiest have been saved for the waves. When the scene is all set the leader says, "The waves will now pound and beat upon the rocks!"

### **Animal Candy Scramble**

*Party, Club*

*Juniors to Adults*

This is a joke event based on Candy Scramble. Arrange the players in a circle and place a piece of wrapped candy in the center. Tell

the players that you are going to whisper a name of an animal to each, and when the name of an animal is called, those holding that name are to rush for the candy and the one who gets it may have it. Caution them not to tell others their name because it will affect their chances. Then whisper the name of the animal to each.

The leader starts by telling the story of the circus menagerie, while all the players remain on their toes and ready to dash for the candy. When he mentions "Monkey" everyone in the circle dives for the candy.

### Who Hit Me?

*Party, Club*

*Juniors to Adults*

This is a joke stunt of ancient vintage, but it invariably works nevertheless. Two players, one wise and the other the innocent victim, lie on the floor and spread a blanket over themselves. The wise one should see that their heads are well covered and that the blanket is tucked down between their heads so that they cannot see each other.

The rest of the group stand close around the blanket. One, a confederate of the wise one, holds a cane. The leader explains to the two under the blanket that one of the group will hit them with the cane, and if they can pick out the guilty person he will have to exchange places with the one hit. When all is ready, the wise one under the blanket reaches out with an arm and his confederate hands him the cane. He hits himself with it, tosses it on the floor, yells "Ouch" and sits up, pointing to someone as the person who hit him. They then lie down again and the wise one cracks the innocent one; both sit up and pick the one whom they think did it. This goes on and on, the wise one cracking the victim harder and harder, until at last what is happening suddenly dawns on him.

The wise one can help the stunt along by talking to the victim under the blanket, complaining about how hard they are hitting, and asking the group to hit more gently.

### Who Is It? ✓

*Party*

*Juniors to Adults*

The victim is sent out of the room. The players, sitting in a circle, call the victim in and tell him that they have a person in the circle in mind, and he (the victim) is expected to find out who it is by asking questions of the players which they will answer with "Yes," "No," or "I don't know." The victim is not permitted to ask two consecutive questions of the same player.

Each player except the victim understands that the person selected is the one sitting to his right; that is, no one person has been selected, but many.

The victim may ask a player "Is it a boy" and if the player's right-

hand neighbor is a boy he answers "Yes." The victim then asks another player "Does 'it' sit near you?" and the answer is "Yes." He then asks questions of others which would identify all the boys sitting near that player but none of them seem to be "it." The victim soon becomes hopelessly confused. This is a great fun-maker to all but the victim.

### Squeak Baby

*Parties*

*Intermediates to Adults*

The guests are standing about the floor in close proximity to each other. One player (the victim) is selected to serve as "it." The leader announces that there is a squeak baby in the crowd and that "it" must find it in the hands of someone. When it is found, the player holding it becomes "it." While the leader is talking, someone pins the rubber squeak baby to the coat tail of the victim and then everything is ready.

When the victim's back is turned, someone presses the squeak baby and makes it squeak. The victim keeps whirling around until he guesses that it is on his back or is told.

WHO HAS THE WHISTLE?—This is played exactly like the above except that a whistle is attached to the victim's back. A very small and light whistle must be used.

### Kicking the Bat

*Club, Party*

*Juniors, Intermediates*

A smooth slippery floor and leather shoes are needed for this stunt. The player toes a line, holding a baseball bat in his left hand so that the end rests on the floor outside his left foot and close to the instep.

The idea is to kick the bat for distance, the player kicking it the farthest to win. The player swings his right foot behind his left in an effort to kick the bat. If the floor is slippery, he will probably kick his left foot out from under him.

### The Endless Raveling

*Parties*

*Intermediates to Adults*

Place a spool of thread in a coat pocket and run one end through the coat so that it hangs out two or three inches. Someone will certainly be kind enough to remove the raveling and to his surprise finds that it seems to have no end.

### Boots Without Shoes

*Parties*

*Juniors to Adults*

The leader instructs the players to say words as he directs. He then approaches one and says "Boots without shoes." The player responds by saying "Boots without shoes" but is informed that this is not

correct. He then repeats the statement to the next player with the same remark. He continues until someone discovers that "Boots" is the answer expected.

### Jumping Over the Haystack

*Parties*

*Juniors to Adults*

A stack of chairs and other furniture is piled up in the center of the room to a considerable height. The leader says to the one to be initiated, "Do you see these chairs arranged in this pile? Take off your shoes and jump over them!" The innocent one surveys the pile and insists that it can't be done. The catch is that the player is supposed to jump over his shoes.

### Whom You Love the Best

*Parties*

*Juniors to Adults*

While the victim is out of the room, the queen takes her place on the throne. The victim is caused to kneel before her. The queen commands "Say whom you love the best!" After the victim makes some sort of an admission of love, the queen informs him that this is not adequate, and repeats her command. This continues until the victim stumbles on the fact that he is merely expected to say the words "whom you love the best."

### Newspaper Touch

*Parties*

*Juniors to Adults*

Two players are given a newspaper and instructed to stand on it so that they cannot touch each other. The two try all possible positions only to find that they can always touch each other. The trick is to spread the newspaper in a doorway and close the door.

### Leg and Arm Circles

*Party, Home*

*Juniors to Adults*

Stand on the left foot and swing the right leg in a large circle from left to right. There is nothing difficult about this and it goes nicely. Then with the right hand, describe a large number "6" and continue the leg movement.

The movement "6" isn't even necessary—just try to swing the right arm in a large circle in the opposite direction from that used by the leg.

### Crossed Fingers

*Party, Home*

*Juniors to Adults*

Have someone extend the arms at full length in front. Tell him to cross the hands, palms together and fingers interlocked, then from this position bring the hands toward the chest and turn them upward.

Now point to one of his fingers and tell him to wiggle it, or raise it, quickly.

He will have trouble doing this and will persist in wiggling the equivalent finger of the other hand. The finger must not be touched, however, or it can be easily moved.

### **Poke Your Head**

*Party, Home*

*Juniors to Adults*

Give the victim a key ring and tell him to poke his head through it. Insist that it can be done. If he fails to catch on, demonstrate for him: Stick your finger through the ring and poke your head.

**KEYHOLE.**—Say to the victim: "I can put myself through a keyhole, can you?" If he fails to get the idea, show him how by writing "myself" on a slip of paper and shoving it through the keyhole.

### **Eighth Wonder of the World**

*Party, Home*

*Juniors to Adults*

State that you will show the folks something they have never seen before and will never see again. Then crack a nut and hold up the kernel and ask if anyone has ever seen this before. Then eat the kernel and ask them if they will ever see it again.

### **Only One Word**

*Party, Home*

*Intermediates to Adults*

Give the victim the following list of letters and tell him to arrange them in only one word: D, W, N, O, E, O, N, R, O, Y, L. After some study he will probably give up. The trick is to arrange the letters to spell "Only one word."

### **Blindman's Lunch**

*Parties*

*Juniors to Adults*

Two players only participate in this event, but it is much enjoyed by the spectators. Blindfold the two and seat them on the floor just within arm's reach of each other. Give each two crackers. They attempt to feed each other.

### **Drawing the Moon**

*Parties*

*Juniors to Adults*

The leader announces that he will outline the full moon on the floor and put in the eyes, nose, and mouth. He asks each to do exactly as he does and outline a moon also. The trick is that the leader draws the moon with his left hand. Very few will detect this.

**THE MOON IS ROUND.**—The leader asks the players to do and say as he does and says. He then circles his face with his index finger

saying, "The moon is round." He then points to his eyes, nose and mouth and says, "The moon has two eyes, a nose, and mouth." The players attempt to duplicate the movements and expressions, but for some reason cannot get them right. The trick is that the leader uses his left hand.

### Going to Europe

*Parties*

*Juniors and Intermediates*

The players are seated informally in a circle. Mr. Jones, the leader, says "I am going to Europe and I am taking with me a jug. I'll take any of you along with me if you bring the right thing. Mr. Butler, what will you bring?" Mr. Butler says he will bring a broom. This satisfies Mr. Jones, and Mr. Butler is informed that he may go. Miss Evans then says that she will bring a bull dog and is flatly turned down. Continue until all have named the article they will bring.

All those are refused who name articles that do not begin with the first letter of their last name. If those who failed have not caught on, give them a second chance to name an article.

**SAILING THE SHIP.**—All are seated in a circle. Mr. Smith, the leader, holds a cushion. He tosses it to the player on his right and says, "I am sailing a ship." The second player asks, "What is it loaded with?" Mr. Smith answers, "Sardines." The second player then passes the cushion to the third.

The trick is that the person must answer with a plural word beginning with the first letter of his last name. Mr. Smith answered with "sardines" but might have said scissors, saws, saucers, or any plural word beginning with the letter "s." Those who fail must sit on the floor inside the circle. When the cushion has been around the circle, those sitting on the floor may try again if they think they have figured it out.

### Crossed Scissors

*Parties*

*Juniors, Intermediates*

The players are seated in a circle. The leader holds a large pair of scissors and tells the crowd there are two ways of passing the scissors, crossed and uncrossed. He then demonstrates by saying to his neighbor "I pass you the scissors *crossed*," and hands them to him closed. He then says "I hand you the scissors *uncrossed*," and he opens the scissors and hands them to him.

The next player is then asked to pass the scissors on to his neighbor but he invariably does it wrong and cannot see why. The leader demonstrates again and again until someone discovers that when he passes the scissors crossed he has his feet crossed.

**CROSSED STICKS.**—The leader holds two sticks. He takes them in his left hand and holds them crossed, placing his right hand across

his waist. He says, "I take these sticks in my left hand and pass them to my right hand." He then takes the sticks in his right hand and lays his left hand across his waist. Each player is asked to pass the sticks on to the next in the same way. The catch is in the position of the arms and not the sticks.

### **Malaga Grapes**

*Parties*

*Juniors, Intermediates*

The leader holds a pencil and taps it on the chair or his knee, tapping rhythmically as he says, "Malaga grapes, malaga grapes, the best grapes in town." He then gives the pencil to the next person who is expected to do just as the leader did.

The players invariably seek to tap the pencil and inflect the voice just as the leader did, failing to notice that before he spoke the leader cleared his throat slightly.

Each time the leader repeats the lines he uses a slightly different inflection.

PEACHES, PEACHES.—Just like the above except that the phrase is "Peaches, peaches, plenty of peaches in town today."

RAISINS, RAISINS.—Same as the above except for the phrase: "Raisins, raisins, very fine raisins, twenty-five cents a pound."

### **Strong Man**

*Party, Club*

*Juniors to Adults*

A person boasts that any five of the strongest men in the group cannot prevent him from drinking a glass of water. The person takes the glass of water in his left hand, and holds the arm out straight while the strong men all grasp the arm with both hands. When all is ready, he suddenly reaches out and takes the water in his right hand and drinks it.

### **Six Legs**

*Parties*

*Juniors to Adults*

Ask a person to leave the room with two legs, and come back with six. If he thinks quickly enough, he will leave and come back carrying a chair.

### **Egg in the Tumbler**

*Parties*

*Juniors to Adults*

Place a tumbler near the edge of a table. On it place a pie pan, and put an egg in the pie pan so that it rests directly over the top of the tumbler. With everything arranged, ask the guests to drop the egg into the tumbler, without touching the egg, the pie pan, or the tumbler.

If no one figures it out, demonstrate how it is done. In making the arrangements, you were careful to see that the tumbler was placed over

a leg of the table and that the pie pan extends beyond the edge of the table an inch or two. Now hold a house broom beside the table leg, place your foot against it and push against the leg, pull the handle back and let it go so that it will spring back and hit the edge of the pie pan. The pan will go sailing across the room, and the egg will be reposing in the tumbler.



## CHAPTER XI

### *FORFEITS FOR SOCIAL GATHERINGS*

**M**ANY games and contests call for paying forfeits, that is, the loser is asked to perform some stunt. In social play, as a rule, the forfeit should not be paid at the time the player commits the act demanding a forfeit—that often interferes with the game being played. The procedure usually is to ask the player to turn over to the leader some small object from his pockets which the leader holds until late in the evening when the forfeit stunts are performed and the articles returned to the owners.

The time-honored method of conducting the forfeits is to appoint a judge and have him sit on a chair with a list of forfeit stunts in his hand. The leader stands behind the judge and holds one of the forfeit articles over his head where he cannot see it, saying

“Heavy, heavy, hangs over your head.”

“Fine or superfine?” asks the judge.

“Superfine” says the leader if the article belongs to a girl; “Fine” if it belongs to a boy.

The judge then pronounces the penalty which must be performed by the player.

The following forfeits are suggested:

**SING A LULLABY.**—Hold a sofa pillow and sing a lullaby to it, gently placing it on the floor.

**MOVING LUNCH.**—Tie an apple or doughnut to a string and suspend it from the ceiling. Eat the doughnut or apple.

**MILK BOTTLE STOOL.**—Sit on an inverted milk bottle, hold feet off the floor, and sing or whistle a tune.

**JUMP THE BOTTLE.**—Set a milk bottle on the floor. Hold one foot up behind, grasp it with the hand, and jump over the bottle.

**PICK UP PAPER.**—Set a newspaper on end on the floor. Hold one foot up behind, hold it with one hand, bend over, and pick up the paper with the teeth.

**HAND ON ELBOW.**—Place one hand where the other can't reach it. (Place it on the elbow.)

**COMPLIMENT YOURSELF.**—Say five complimentary things about yourself.

**CHINESE GET UP.**—Hold the arms and lie on the floor. Get up without using hands or elbows.

**AFFIRMATIVE ANSWER.**—Ask a question that cannot be answered negatively. (What does YES spell?)

**STIFF-KNEE PICK UP.**—Stand with back against the wall, stoop and pick up a piece of paper off the floor without bending the knees.

**IMPROMPTU ACTING.**—Imitate one of the following:

Rip Van Winkle waking up.

A typical typist.

A classical pianist.

A farmer on Broadway.

A soap box orator.

A country boy proposing.

**POSING.**—Assume one of the poses described under Posey.

**SALESMEN.**—Make a sales talk for cornplaster.

**KNEE BEND.**—Raise one leg behind and hold it with one hand. Lower the body until the knee of the raised leg touches the floor. Then stand erect again. The hand must not touch the floor.

**TELLING THE TRUTH.**—Answer truthfully four questions asked by anyone in the group.

**MAKING RHYMES.**—The player is asked to state two words that rhyme. After he has done this, he is told to make a poem using them.

**ORATORY.**—Make a one-minute speech on cheese, matrimony, censorship of the movies, or some subject appropriate for the group.

**COMPLIMENTS.**—Pay a compliment to five different people in the group.

**STIFF-ARM TRANSFER.**—Ask the person to stretch his arms out sideways parallel with the floor and make them rigid. Place a book in one of his hands, and then tell him to transfer it to the other hand without bending his arms either at the elbow or shoulders. This is accomplished by laying the book down and then picking it up with the other hand.

**ADMIRATION.**—Give five reasons why the ladies (men) admire you.

**PROPOSAL.**—Demonstrate how you would propose to a lady (man).

**CLICK HEELS.**—Stand with heels about a foot apart. Jump upward and click the heels together twice and land feet apart as before.

**JUMP THE LINE.**—Draw a line on the floor and stand with toes touching it. Bend down and grasp the front of the toes with the hands. Jump over the line without losing hold of the toes.

**LIFT THE CHAIR.**—Kneel on the right knee behind a light straight-back chair. Take hold of one of the back legs of the chair with one hand and lift it from the floor. This is not so much a test of strength as of knowing how.

**KNEE BALANCE.**—Kneel on both knees and fold arms behind the back. Place a handkerchief in wigwam fashion on the floor about eighteen inches in front. Bend over and pick up the handkerchief with the lips without losing balance. The handkerchief must be placed just the right distance in front depending on the size of the individual—too close and it is no stunt at all, too far and it cannot be done.

**HAWK DIVE.**—Place a handkerchief on the floor and kneel on the right knee about six inches from the handkerchief. Raise the left leg behind and grasp it with the left hand, using the right hand for balance. Bend down and pick up the handkerchief with the mouth. No part of the body but the right leg may touch the floor.

**WHITE VOLCANO.**—A coin is placed in the bottom of a pan of flour. By blowing the flour, the player tries to locate the coin and secure it with his lips.

**HEAD PIVOT.**—Draw a line two feet from the wall. Toe this line facing the wall, place the top of the head against the wall and fold the arms behind the back. Using the head as pivot, circle the body around and back to the original position without crossing the line or removing the head.

**BALANCE SQUAT.**—Stand at attention, place the hands behind the back, and grasp the left wrist with the right hand. Squat and touch the floor with the finger tips without separating the heels. The heels may be raised from the floor.

**CHAIR BEND.**—Place a handkerchief on the floor eighteen inches in front of a straight back chair. Sit on the chair facing backward. Fold the arms and clasp the legs around the legs of the chair. Bend over backward, pick up the handkerchief with the mouth, and come up to a sitting position again. The chair should be steadied by someone.

**TIGHT WIRE WALKING.**—Stretch a string across the floor and give the performer a pair of opera glasses. Looking through the glasses the wrong way, he attempts to walk the full length of the string, placing his feet on the string as though he were walking a tight wire. A sensation of being high in the air is produced, and the results are amusing.

**DIME ON NOSE.**—Ask the player to lie flat on his back on the floor and place a dime on his nose so that it rests perfectly horizontally. Tell him to wiggle his nose and put the dime off. He can't do it.

**DIME-DIZZY.**—Have the victim hold a dime in his fingers directly over the top of his head. Then spin him around ten or twelve times, tell him to drop the dime and pick it up. Be ready to catch him if he makes a head dive at the piano.

**YAWN.**—Yawn and keep on yawning until someone else in the group yawns.

**OTHER FORFEITS.**—The following events, described under other

headings in these pages, are excellent forfeits. The reader will be able to adapt them to the forfeit scheme with very little thought:

Holding the Bucket.  
Tumbler Tumbling.  
Who Hit Me?  
The I Know Club.  
Chinese Prayer.  
Royal Order of Siam.  
Boots Without Shoes.  
Jumping Over the Haystack.  
Newspaper Touch.  
Poke Your Head.  
Only One Word.  
Whom You Love the Best.  
Blindman's Lunch.  
Drawing the Moon.  
Crossed Wires.  
Pat and Rub.  
Talk Fest.  
Whistling Fest.  
Song Fest.  
Laugh Fest.  
Animal Acting.  
Alphabet Preaching.  
Jug Balancing.  
Milk Bottle Writing.

Baby Bottle Contest.  
Are you there, Mike?  
Dizzy Walk.  
Posey.  
Movie Acting.  
Tragedy and Comedy.  
Coin Snap.  
Cork Snap.  
Candy Tug-of-War.  
Tumble Down Chairs.  
Chair Crawl.  
Match Chair Crawl.  
Hitting the Penny.  
Helping the Brother Out.  
The Court of the Shanghai Express.  
Brother, Behold the Sacred Sign.  
Kicking the Bat.  
Leg and Arm Circles.  
Crossed Fingers.  
Inside and Outside.  
Six Legs.  
Who Gossiped?  
Vest Relay.



• PART II

*COUNCIL RING EVENTS*  
*DUAL CONTESTS AND COMBATS*



## CHAPTER XII

### COUNCIL RING PROCEDURE—THE USE OF CHALLENGES

THERE are few approaches to play leadership equal to the council-ring or challenge approach, yet curiously enough there is no approach so little understood and appreciated, or so seldom used. For the handling of large numbers in a limited space it is without a peer. As an approach to evening gatherings in camp it is far and away the best of possibilities.

The name "council ring" has been associated with summer camps so long that one may seem to feel that this characteristic method play is limited to camp use. Such, however, is far from the truth. The method can be used in any gymnasium or play room, or any space thirty feet square, indoors or out.

The characteristic qualities of the council-ring approach which give it precedence over other approaches, rest in the color it gives to otherwise drab activities, the dramatic element it supplies to simple and otherwise dull contests, and its peculiar quality to develop *esprit-de-corps* and enthusiasm in a group. Spirit reaches a higher pitch in the crowd, and enthusiasm runs rampant to a degree unequaled in any approach within the writers' experience. The resultant group solidarity and morale is priceless.

There is nothing particularly unique in council-ring games and activities—many of these are used often in other connections and are quite well known. The result is produced in the way the activities are staged and handled.

Briefly, the procedure is this: the crowd is seated in a twenty-four foot circle, there being as many rows of seats around the circle as necessary to accommodate the group. Two players are brought into the center of the circle to compete in a simple dual contest or combat with the remainder of the crowd looking on. As soon as the event is over, the leader asks the group if anyone wants to challenge the winner. From the many hands that go up he quickly selects one, and the contest is repeated. Challengers are again asked for, and so on until a champion is determined. The champion is given a token card recording his achievement, and another dual contest is started.

The policy of having two compete with all others acting as spectators might be undesirable were it not for the fact that the crowd develops such a remarkable interest in the performance of the con-



testants. When properly staged, they enjoy the event more than the contestants, and they know that they may challenge the winners, and this invariably stimulates interest. It is the presence of the gallery of spectators that supplies the spark to council-ring contests.

There is no dodging the fact that this approach requires better leadership than most approaches to play, and an understanding of many "tricks of the trade." Without the proper setting and handling, the program may fail quite miserably. It is such a valuable tool, however, that it behooves all play leaders to seek the information and experiment with it until the techniques are discovered.

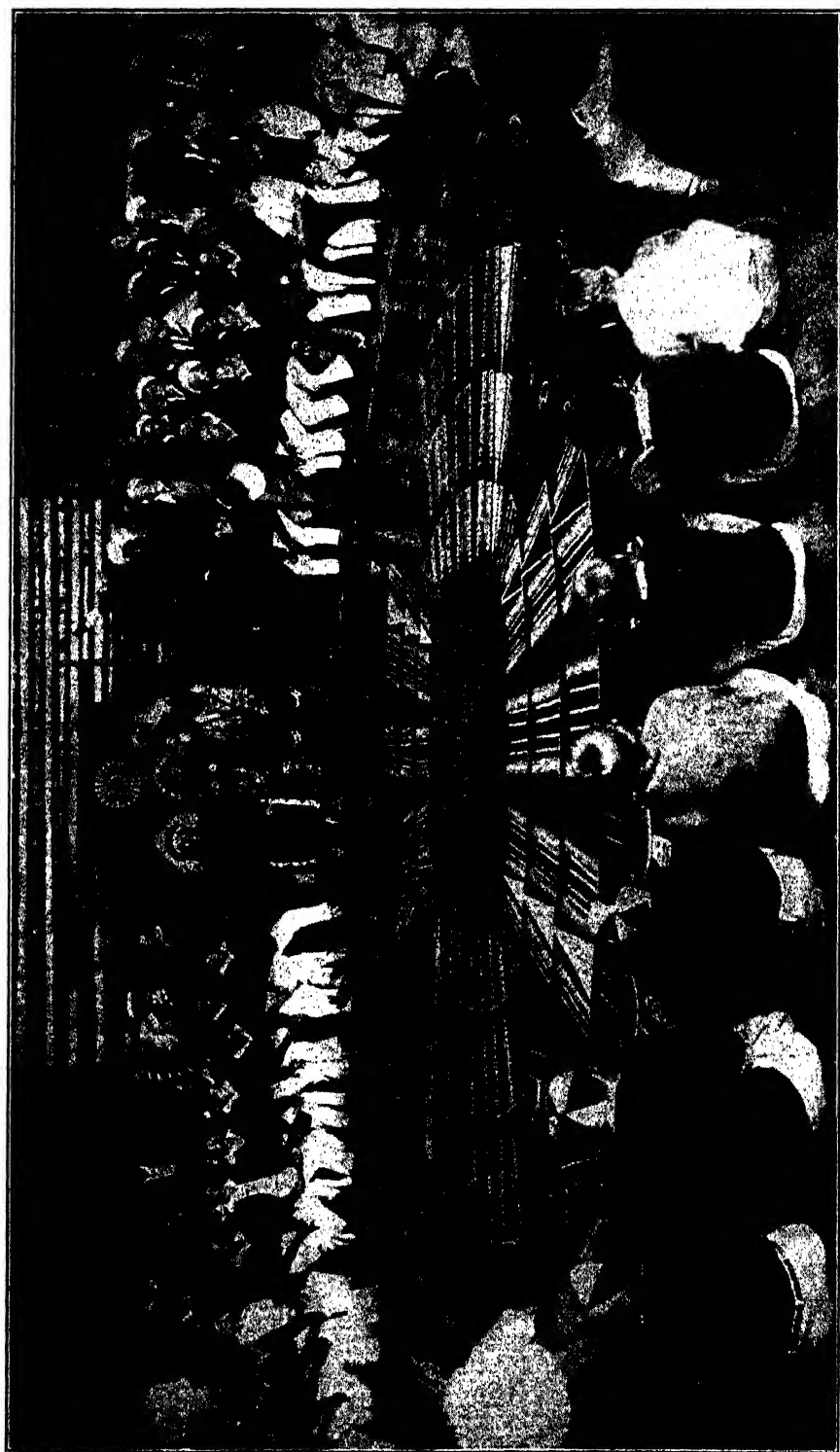
*Arranging the Ring.*—It is not within the scope of this book to describe the building of permanent camp council rings—that information has been supplied often in Ernest Thompson Seton's writings.<sup>1</sup> Suffice it to say that the ring consists of a twenty-four foot circle, surrounded by permanent rows of benches built in circular fashion. On one side a larger bench, six feet long is inserted, known as the council rock. In camps, the presence of such a permanent ring is most desirable, since the benches cannot be moved, and the crowd is sure to be properly placed.

Most of the readers of this book will be interested in arranging temporary council rings for one night's use. To accomplish this, arrange the chairs or benches in a twenty-four-foot circle. This size is important—*regardless of the size of the crowd, make the circle twenty-four feet.* A smaller circle does not give room for activities, and a larger circle destroys the dramatic angle of the competition and makes speaking difficult and ineffective. Leaders will do well to take careful precautions to see that the circle is just of this size and that the crowd does not move the benches. As many rows of benches may be put around it as are necessary to seat the crowd. Place a settee or larger bench on one side for the council rock, and place a rack or piano behind it, over which is hung a colorful blanket—this supplies the touch of color so essential to a good council. The chief, or leader, and judges sit on the council rock. All equipment is placed behind this seat, so that the leader may secure it quickly.

*Types of Activities.*—It is scarcely within the scope of this book to present the beautiful opening and closing ceremonies of the council ring, and the ritual as sponsored by Seton. Those interested in pursuing this angle of the council fire, should most certainly refer to the original source.<sup>2</sup>

<sup>1</sup> See E. T. Seton, *The Birch Bark Roll of Woodcraft* (Twenty-ninth Edition), p. 210 ff. New York: A. S. Barnes and Company, 1931.

<sup>2</sup> See E. T. Seton, *The Birch Bark Roll of Woodcraft* (Twenty-eighth Edition). Section on "Order of Doings in Council" and "Ceremony of Grand Council." Santa Fe: Woodcraft League of America, 1927.





Whether or not the leader desires to follow the ritual of the council, the *activities* may be used in council-fire fashion, and this is the important thing. The activities are of the challenge type—dual contests and dual combats, or similar events in which the players compete in pairs instead of singly. An example is Hat Boxing in which two compete, or the Broom Riding Race in which they compete in pairs, one sitting on a broom and the partner pulling him across the ring and back.

The events should be *simple*: too difficult an event which calls for previous experience, prevents many from challenging, and such contests usually move too slowly. The contests must be of the type that move very swiftly, and one of the two contestants must be quickly defeated.

The events must be *dramatic*. They must be of the type that will interest the spectators. They may be of the physical type, in which the spectators' interest is in the competition—there are dramatics in a swift-moving hat-boxing championship. Or they may be of the more purely dramatic type such as the Talk Fest, Alphabet Talking, or Posey. Both of these types should be used in each council—certainly at least one of the latter type should be included.

The events should fit the type and temper of the players. The program of a council should contain varying types of events, designed to appeal to all the kinds of people present. When the group is made up of boys, the majority of the events should be of the strenuous type which boys love. Adults call for a more quiet type with more emphasis on the purely dramatic.

Occasionally events may be used which are not of the dual contest type, but in which six or eight compete at once, as in the Free-for-all Cock Fight, and Balloon Battle Royal. Several groups of six or eight compete, one after the other, and then the winners of each group are brought together for the championship.

*Planning the Program.*—Four to six contests are usually sufficient for a council that is to run an hour. The number depends on the size of the group, and the rapidity with which they challenge. It is well to plan six events with two extras to use in case they are needed, or if, in the course of the council, a change in the planned program seems wise for some reason.

Good showmanship calls for the most exciting event last. The council should start slowly, and gradually work up to a climax, with the council closing instantly when the championship is determined in the last event, and the excitement is still at its highest pitch. The quiet dramatic events are excellent openers, with physical contests occupying the center spots, and swift-moving combats constituting the finale.

Occasionally it is wise to open by using a comedy event as an ice-breaker between two distinguished adults, with no idea of having it

go into challenges afterward. An example is the Baby Bottle Contest in program Number 2 below.

The following are two sample programs for councils:

COUNCIL NUMBER 1

Talk Fest.  
 Feather Blowing Contest.  
 Dizzy Walk.  
 Balloon Kicking Race.  
 Broom Riding Race.  
 Hat Boxing.

COUNCIL NUMBER 2

Baby Bottle Contest.  
 Whistling Fest.  
 Candle Bowling.  
 Donkey and Rider Race.  
 Goat Butting Race.  
 Siamese Twins Race.  
 Balloon Busting.

The following are excellent opening events:

Talk Fest.  
 Whistling Fest.  
 Song Fest.  
 Laugh Fest.  
 Dog Calling Contest.  
 Husband Calling Contest.  
 Pig Calling Contest.  
 Baby Bottle Contest.  
 Movie Acting.  
 Posey.

Solemnity.  
 Animal Acting.  
 Alphabet Talking.  
 Tragedy and Comedy.  
 Jug Balancing.  
 Hand Slapping.  
 Bumblebee Buzz.  
 Buzzing the Bees.  
 Candle Bowling.  
 Smudge Boxing.

The following are the best of the closing events:

Hat Boxing.  
 Chef's Hat Boxing.  
 Balloon Busting.  
 Balloon Boxing.  
 Balloon Battle Royal.  
 Barrel Boxing.  
 Wheelbarrow Race.  
 Goat Butting.

Cock Fight.  
 Free-for-all Cock Fight.  
 Cane Fight.  
 Peg Fight.  
 Single Peg Fight.  
 Box and Swat.  
 Pail Running Race.  
 Balloon Batting Race.

*Leadership in the Council Ring.*—The council ring approach soars to the heights or it falls, depending on the ability and personality of the central figure. The leader must show boundless enthusiasm. The activities must move swiftly, and it is his leadership that moves them. Lags are fatal. It is his enthusiasm that drives the contestants and encourages challenges. Challengers must be brought to the center rapidly, and the next contest started at once. The leader must bring out the play and dramatic values of the events—lead in the laughing when the situation is funny, lead in the excitement when the competition is tense.

The leader must pick the winner of a contest instantly, and con-

fidently, and call for the next challenger. When he is satisfied that the champion has been determined, he should slap him on the back quickly to designate victory, award the token card, and swing immediately into the next event.

In short, council ring leadership calls for *showmanship*.

A secretary should sit on the council rock to fill out the token cards and hand them to the leader. The leader should have signed the cards previously, and the secretary merely fills in the names of the winners. For the leader to take time to fill out the card causes a lull that unmakes the enthusiasm of council.

Careful preparation will have all equipment needed within reach, and assistants to bring it out quickly when needed.

Much of the success of a council ring depends on the leader's skill in handling challenges.

*Handling Challenges.*—The leader should start each event with the smaller players, and those whom he feels have less ability than the others. From those who challenge the winner, he should select players in this level at first, and then gradually work up to larger and better players until at last the biggest and strongest contenders are competing. To start with the best performers would mean that the lesser ones would hesitate to challenge.

In such an organization as a camp, it is well to start with small campers and announce that only challenges from the midget and junior levels will be entertained. When there are no other outstanding juniors left to challenge, a junior championship is awarded and token card given. Then someone from the intermediate and senior level is allowed to challenge the junior champion, and the contest continues until an all-camper's champion is determined and token card awarded. Then the leader calls for challenges from the counselors, and the event proceeds until an all-camp champion is picked.

In a council of sixty or more people, particularly of boys and girls, the leader will never want for challengers. There will be many more in fact than the leader can hope to accommodate and hold interest. When the contest has proceeded for a while with younger and lesser players competing, the leader should pick older and better challengers, even though weaker ones are still challenging. This brings the contest up to the closing stage more quickly. Inexperienced leaders often continue an event too long—much of success depends on the leader's judgment as when to bring it up to the probable finale. In the next combat, the leader should be careful to pick the weaker contestants who were not picked in the previous contest.

All this may be somewhat unfair from the standpoint of athletic competition, but it must be remembered that the dramatic as well as the competitive angle has to be considered, and in council is probably

more important. Even though challengers still remain, unless they are real contenders, the leader should bring the event to a close or the interest of the spectators is apt to lag.

It will be noted that the winner of an event continues to play until he is defeated, or until there are no more challengers. This means that he competes over and over against fresh opponents. If the event is strenuous, this is obviously unfair, and would lead to his defeat sooner or later, perhaps by an inferior opponent. To prevent this, after a player has competed and won three or four times, the leader should ask him to sit on the floor in front of the council rock or bench, and start two more challengers against each other. After a few minutes he brings up the original winner to compete again, and if he wins a contest or two, he has him sit down again. Occasionally there will be four or five players sitting out who have won repeatedly. These are then brought together after the style of the elimination tournament to determine the championship.

When the same group meets regularly for councils, as in a camp, it is well for the leader occasionally to allow the players to pick a contest by asking if anyone wants to challenge in any event. The leader should ask for such challenges not later than the middle part of the council, and thus be sure that he has a major event of his own choosing with which to close. In camps, it is better to school the campers to come to the leader prior to the council and state the challenges they wish to make, in order that he can fit the contests into the program and have the equipment ready.

*Token Cards.*—A token card should always be given to the winner of each event in the council ring. These cards should contain the name of the winner and the event, and should be signed by the chief in charge of the council. It is well to use a standard printed card in attractive symbolic design.<sup>3</sup> These cards will be kept and prized by the winners.

### THE FIFTY BEST COUNCIL RING EVENTS

In the three chapters which follow, over two hundred successful events for the council ring are described, some dramatic contests, some physical contests, some combats.

Of these, experience has proven the following fifty to be the best. The detailed descriptions are recorded in the following three chapters. These events are picked as the best with a council of boys and girls in mind, who seek the more active types of events. If the group is made up of adults, the more vigorous of these events should be replaced by less strenuous activities.

<sup>3</sup> The Woodcraft League of America, Santa Fe, New Mexico, supplies a most attractive and decorative token card for council ring use.

### Contests

Talk Fest.	Song Fest.
Whistling Fest.	Laugh Fest.
Alphabet Oration.	Dizzy Walk.
Posey.	Cracker Eating Contest.
Tragedy and Comedy.	Freeze.
Jug Balancing.	Chinaman's Drag.
Baby Bottle Contest.	Snake Walk.
Dog Calling Contest.	Back-to-Back Race.
Husband Calling Contest.	Siamese Twins Race.
Pig Calling Contest.	Rolling Race.
Hand Slapping.	Wheelbarrow Race.
Fluffy Blowing Race.	Pail Running Race.
Balloon Blowing Race.	Broom Riding Race.
Funnel Blowing.	Goat Butting Race.
Ping-Pong Ball Blow for Distance.	Match Box Race.
Candle Bowling.	Hanker Throw.
Balloon Sweeping Race.	Tin Can Stilt Race.
Balloon Kicking Race.	Leg Tug-of-War.
Balloon Batting Contest.	Kangaroo Jumping Race.
Witch's Broom Ride.	Paper Walking.

### Combats

Hat Boxing.	Cats on the Fence.
Chef's Hat Boxing.	Tire Wrestling.
Balloon Busting.	Cock Fight.
Balloon Battle Royal.	Single Peg Fight.
Hanker Fight.	Barrel Boxing.



## CHAPTER XIII

### DRAMATIC CONTESTS AND STUNTS

**A**LL THE games and contests described in the chapters of this section are more or less dramatic in nature when properly staged. That is the first requirement of a contest or game for council-ring use. In this chapter, however, are to be found those contests which are purely dramatic and do not rely upon physical ability. In the following two chapters the active contests and combats, bringing into play some degree of physical competition, are described.

#### Talk Fest

*Council Ring, Party, Club*

*Juniors to Adults*

This is an old favorite of the council ring. It also works well at parties. Stand the two players back to back. The leader holds his watch. At a signal the two turn, face each other, and talk strenuously to each other. Both talk at the same time, loudly and with many gestures, and on unrelated subjects if they choose. This goes on for thirty seconds when the leader calls "Stop." The judges select the winner, or the crowd may be asked to applaud each player in turn, and the one receiving the most applause wins. Someone challenges the winner.

If desired, the talk fest may be conducted with gestures prohibited. Those who gesture are eliminated.

This event is sometimes conducted with four competing at once.

#### Whistling Fest

*Council Ring, Party, Club*

*Juniors to Adults*

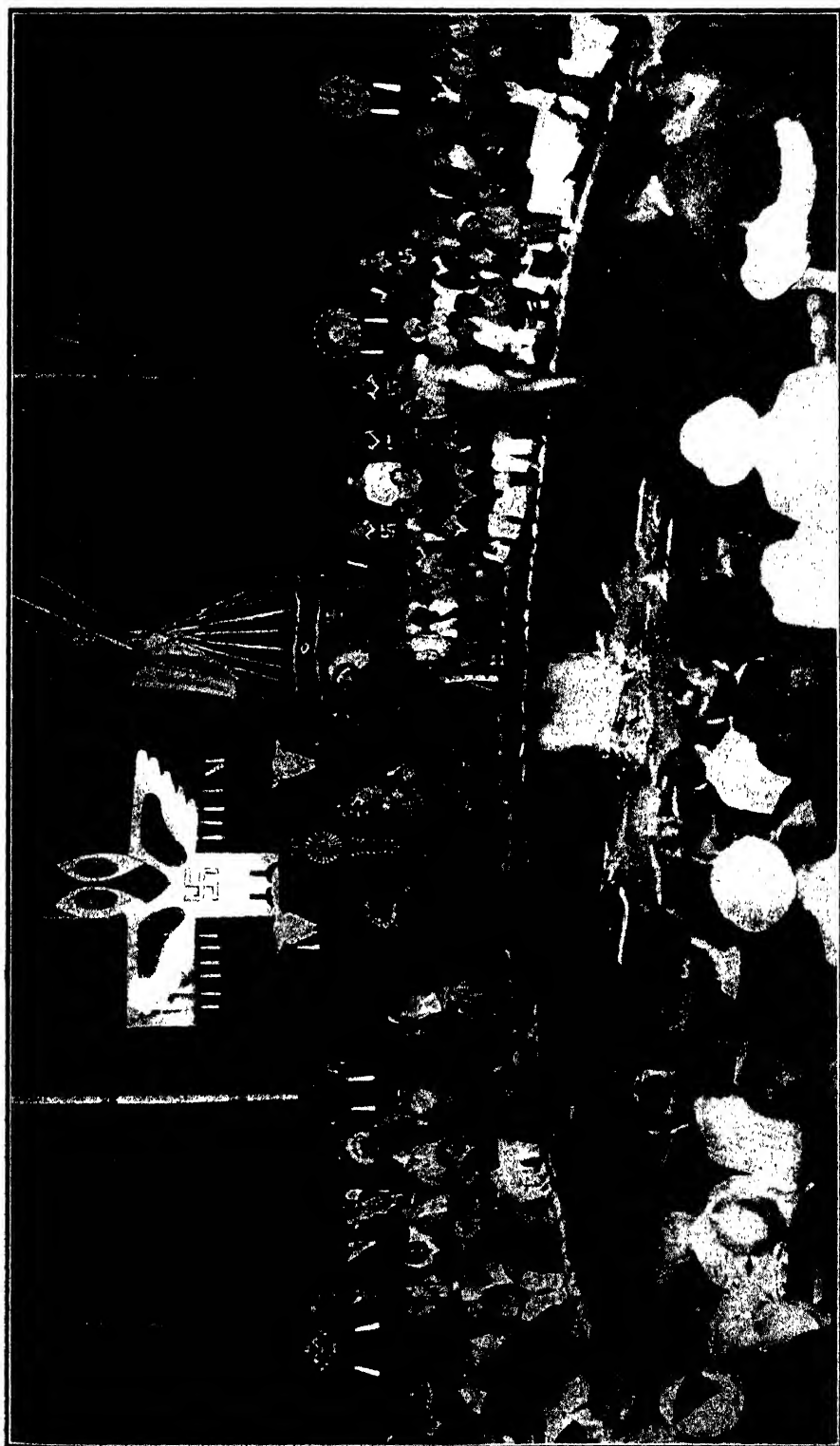
Two players stand back to back, and at the signal they turn, face each other, and whistle, both together and any tune they choose. The result is that they usually whistle different tunes. Time is called at the end of thirty seconds. Judges select the winner, or the leader may ask for applause for each in turn and the one receiving the most applause wins. Someone else challenges the winner.

#### Song Fest

*Council Ring, Party, Club*

*Juniors to Adults*

Stand two players back to back. The leader holds his watch. At the signal each turns, faces the other, and sings any tune he chooses,





both singing at the same time. Time is called at the end of thirty seconds. The leader asks the crowd to applaud each in turn. The one wins who received the most applause, and someone else immediately challenges him.

### Laugh Fest

*Council Ring, Party, Club*

*Juniors to Adults*

Two players stand back to back and at the signal they turn, face each other, and laugh for thirty seconds. The one laughing to the best satisfaction of the crowd, judging by the applause each receives when the leader asks for it, wins the event and is immediately challenged by someone else.

### Solemnity

*Council Ring, Party, Club*

*Juniors to Adults*

This is a dual contest, ideal for the council ring as well as for parties. The two players stand back to back. At the signal the two face each other and try to make each other laugh. They may use any device except to touch the other. The one laughing first is eliminated, and some one else challenges the winner.

TEAM SOLEMNITY.—Divide the players into two groups and have them face each other. At the signal Team Number 1 tries to make the players of Team Number 2 laugh and all who laugh in the one minute allowed are eliminated and counted. Then the eliminated players return to their team and Number 2 tries to make the Number 1 players laugh. The team wins which eliminated the most players.

### Dog Calling Contest

*Council Ring, Party, Club*

*Juniors to Adults*

The two contestants stand back to back, and at the signal turn and begin calling the dog. Whistling is not allowed, only calling. Both call at the same time, pretending that the other player is the dog. Time is called at the end of thirty seconds. The judges pick the winner or the crowd picks him by applauding first one, then the other. Someone challenges the winner until a champion is determined.

### Dog Barking Contest

*Council Ring, Party*

*Juniors to Seniors*

Each of the two contestants is given twenty seconds to bark like a dog. The judges pick the winner, or the crowd picks him by applauding first one, then the other. Someone challenges the winner.

### Animal Acting

*Council Ring, Party, Club*

*Juniors to Adults*

These contests are particularly interesting in the council ring, but may be staged to good advantage at parties.

Call for two volunteers to imitate a *monkey*. Both start with the signal and act for thirty seconds. Appoint three judges to pick the winner, or decide the winner by the amount of applause each gets by asking the crowd to clap for each in turn. Someone challenges the winner and so it goes until a champion is decided.

Other animals that may be imitated to advantage are *frogs, parrots, jack rabbits, bears, cats, and dogs*.

### Alphabet Talking

*Council Ring, Party, Club*

*Juniors to Adults*

This is a dual contest between two players which is a great fun-maker for the spectators. Appoint three people as judges, the most prominent people present. In the council ring, these judges sit on the council rock.

The two contestants stand facing each other. The idea is for them to talk to each other, using only letters of the alphabet. Each may use five or less letters each time he speaks. For example, the first says "A B, C D E?" to which the second answers, "F, H I?". "J K L M." "O P! Q R S!" They thus go through the alphabet twice. The event proves particularly amusing to the spectators if the players display various emotions in speaking.

The judges pick the winner and someone immediately challenges him. Continue until there are no more challenges and a champion is picked.

The winner may also be picked by asking the crowd to applaud each in turn; the one receiving the most applause wins.

ALPHABET POLITICAL ORATION.—The players imitate a politician delivering an oration. Each in turn is allowed to talk through the alphabet three times. An emotional "orator" brings many laughs. The contest is judged as in Alphabet Talking.

### Tragedy and Comedy

*Council Ring, Party, Club*

*Intermediates to Adults*

This is a riot in the council ring or at a party when two good performers are acting. Select two players to start it who are the most gifted in acting. First one and then the other recites as *tragedy* the old rhyme:

Twinkle, twinkle, little star,  
How I wonder what you are,  
Up above the world so high,  
Like a diamond in the sky.

After both have performed then both repeat the rhyme but this time as *comedy*.

Appoint three judges to pick the best performance, or decide the winner by asking for applause for one and then the other. If anyone else wants to try it, let him challenge the winner. The second contest may be varied by changing the rhyme, using *Mary Had a Little Lamb* or some other nursery rhyme.

### Silent Oration

*Council Ring, Party*

*Intermediates to Adults*

This contest can be made very humorous and entertaining if performed by the right people. In the council ring it is excellent as an opening stunt but does not bear much repetition; consequently the challenging should be limited. It is an excellent forfeit.

One player takes the "platform" and is given thirty seconds to deliver an oration using only gestures and facial expressions. No words are spoken but the mouth may be moved as in talking. Then the second player performs for thirty seconds, and the audience picks the winner by applauding.

### Baby Bottle Contest

*Council Ring, Party, Club*

*Juniors to Adults*

Select two popular members of the group and give each a baby bottle, with nipple, containing about two inches of milk. At the signal each begins to suck the bottle. The one emptying it first wins.

This is much enjoyed by the spectators, but should not be used on a challenge basis. The interest will wane after the first contest or two.

### Posey<sup>1</sup>

*Council Ring, Party, Club*

*Juniors to Adults*

This is an old favorite of the council ring. It is an excellent party contest also, always bringing many laughs.

Select six or eight players and stand them in a row on the far side of the council ring or room, with backs toward the council rock or judges' seats. The leader names a situation which the players are to represent in pose or statue. For example, he might say "You are a superstitious old lady and see a ghost! About face, *pose*." The players about face and each assumes what he feels is the appropriate pose. The pose must be held until the judges designate a winner.

The winner is asked to sit to one side and eight more players line up and a different situation is announced for them. Continue with groups of eight until all who desire have had an opportunity. Then line the winners up to compete again for the championship.

<sup>1</sup> The idea for this event was taken from E. T. Seton *The Birch Bark Roll of Woodcraft*, p. 33. Copyright 1931. By permission of A. S. Barnes and Company, publishers.

The following situations may be suggestive to leaders:

A small boy stubs his toe.  
A timid young woman sees a mouse.  
A girl when a strange man speaks to her in a strange city.  
An angry baseball player telling the umpire.  
A woman whose lap dog just died.  
A preacher exhorting his flock.  
Romeo looking up at Juliet.  
Juliet looking down at Romeo.  
A small boy who just caught a big fish.

### Movie Acting

#### *Council Ring, Party, Club*

#### *Juniors to Adults*

This is essentially the same as Posey, except that the players act out in pantomime the situations. It is conducted in the same way. Announce the event as a try-out for the movies. Caution the players to stay in their places and not move about any more than is necessary.

The following situations may prove interesting, in addition to those listed under Posey:

Rip Van Winkle waking up.  
A negro boy in the lion's den.  
An old-type concert pianist playing the piano.  
A farmer on Broadway, New York.  
A cop arresting a flapper for speeding.  
Eating a grapefruit.  
A woman who lost her pet dog.  
Taking a dip on a cold morning.  
A little girl "speaking a piece."  
A country school teacher during the graduation exercises.  
The bank teller when the bandits enter.  
The college professor of Latin and Greek.  
A country boy proposing to his girl.  
A small boy taking castor oil.  
A sea-sick woman in mid ocean.  
A farmer driving a 1923 model T Ford.  
The car driver when he hears his tire blow out.  
The traffic cop, when the lady driver drives through the stop sign.  
A barber shaving a customer.  
A man with a hang-over including the hiccups.  
Jack going up the hill with Jill.  
Little Jack Horner pulling out the plum.  
Little Miss Muffet when the spider came.  
Humpty Dumpty's fall.  
A small boy whose dog cut his foot.  
A typical typist.

## Long Whistle

*Council Ring, Party*

*Juniors to Adults*

The two contestants stand side by side, take a long breath, and at the signal begin a long sustained whistle. A judge stands by each and signals when his player's whistle becomes inaudible. The one whistling the longest wins.

In order to save breath the whistlers usually whistle so faintly that the sound is scarcely audible to the spectators in the ring. The judge should stand at least three feet distant and when the sound cannot be heard, gives the signal that the player is through. If there is the slightest break in the whistle, the whistle is considered ended. Someone challenges the winner.

## Bumblebee Buzz

*Council Ring, Party, Club*

*Juniors to Adults*

Those unfamiliar with council-ring play may see little in this contest to hold interest. Staged as a dual contest between two players with a gallery of spectators who know that they can challenge the winner, it seldom fails to register. At a party it is handled just as in the council ring.

Stand the two contestants back to back. At the signal they take a long breath, turn and face each other, and begin to buzz like a bee. The one wins who buzzes the longest with one breath without stopping. If one starts laughing and thus stops buzzing he loses. Some one challenges the winner. Continue until a champion is determined.

## Kazoo Contest

*Council Ring, Camp, Club, Party*

*Juniors to Adults*

Since playing the kazoo requires no particular skill or no long preliminary practice, it offers excellent possibilities for an unannounced competitive contest in summer camp council fires, club meetings, and parties. Three or four kazoos should be provided.

A committee of judges is appointed and the contestants in turn play two numbers each. The judges pick the winner. Or the event may be conducted on the challenge basis, with two competing against each other and someone challenging the winner.

## Harmonica Playing Contest

*Council Ring, Camp, Club, Party*

*Juniors to Adults*

This contest is particularly suitable for a summer-camp council fire. It should be announced a few days ahead of time and the contestants required to enter their names.

A committee of judges is appointed who sit on the council rock or other prominent place. The contestants are called up one after another



and each required to play two numbers of their own choice. The judges pick the winner.

### **Jew's-Harp Contest**

*Council Ring, Camp, Club, Party*

*Juniors to Adults*

This is a contest popular in summer camps and makes a good opening event for a council fire. A committee of judges is appointed and the contestants required to play two numbers each on the jew's-harp. The judges pick the winner.

### **Tap Dancing Contest**

*Council Ring, Camp, Club, Party*

*Juniors to Adults*

When there are a few in the group possessing tap dancing ability, even though meager, a tap dancing contest makes an excellent event much enjoyed by the spectators. It is splendid in an indoor council fire in a summer camp, especially if it is announced a few days beforehand.

A committee of judges is appointed who watch the contestants and pick the winner. Each dances two numbers. A piano or victrola furnishes the music.

### **Tall Story Club**

*Council Ring, Party, Club, Campfire*

*Juniors to Adults*

Announce ahead of time that a Tall Story Club is to be formed and the qualifications of everyone for admission will be entertained. Then call on each to tell a story which will demonstrate his ability in misrepresenting the truth or in gross exaggeration. Admit the successful candidates.

## **OTHER DRAMATIC CONTESTS FOR THE COUNCIL RING**

Husband Calling Contest.

Pig Calling Contest.

Calf Calling Contest.

## CHAPTER XIV

### ACTIVE DUAL CONTESTS

DUAL contests and combats are best handled on the challenge basis. Two contestants compete, and when one is defeated the leader asks the crowd if there is anyone who wants to challenge the winner. There will, of course, be many, and the leader selects one and the event is repeated. Thus the challenging continues until all are satisfied and a champion is determined.

The ideal dual contest or combat is one in which there is a decided dramatic element to hold the interest of the spectators. The events described in this chapter, even though based largely on physical competition, possess enough of the dramatic so that the crowd will watch with zest and be eager for the opportunity to challenge and compete.

The contests in this chapter are excellent both for parties and council ring, but there are several points in handling the crowd and the challengers which the leader should know, and which must be observed if success in the use of the contests is to result. To this end, the discussion in Chapter XII, "Council Ring Procedure—the Use of Challenges," should be carefully read.

It will be found that several of the contests described in this chapter are also described in *Active Games and Contests* in the sections on contests between individuals. This repetition is done advisedly because the contests are handled differently on the challenge basis than when many compete at once, and furthermore, it is thought desirable to bring into one collection all the contests usable in the council ring.

#### Opera Glass Walk

*Council Ring, Party*

*Juniors to Adults*

Stretch two strings tightly across the ring or floor of the room, about six feet apart. Give each of the two contestants a pair of opera glasses or field glasses. Tell each to stand on the string at the starting end, look through the opera glasses from the big end, and walk the string to the other end.

The string looks far, far away and one soon thinks he is high in the air, becomes dizzy, totters and goes down. If one falls off the string he is out. The one wins who traverses the string the entire distance and reaches the end first. Someone else challenges him.

## Snake Walk

*Council Ring, Party, Club*

*Juniors to Adults*

This is a favorite race in the council ring. The starting line is at one side of the council ring or room and the turning line at the other side (see Figure 30). At the signal, each steps with his left foot, then swings his right foot behind the left so that the right foot is in advance of the left when it touches the floor; the left foot is then swung behind the right in similar fashion.



They race to the turning line, then back to the starting line. Someone challenges the winner.

## Paper Walking

*Council Ring, Party, Club*

*Juniors to Adults*

Give each of the two contestants two pieces of cardboard or two newspapers folded twice. They stand at the starting line with feet on the cardboard. At the signal, each bends down, picks up one of the cardboards and moves it forward and steps on it, then picks up the other cardboard and moves it forward and steps on it, and so on. They thus race to the turning line on the other side of the ring, then back to the starting line. Someone challenges the winner.

**FAN WALKING.**—This is conducted like Paper Walking except that each of the two contestants is given a large palm leaf fan. They stand on the fans at the starting line, bend down and grasp the handle of one of the fans in each hand, the handles extending forward. At the signal, they race by pulling first one fan forward and stepping on it, then the other fan.



**BRICK WALKING.**—Each of the two contestants has two bricks upon which he stands at the starting line. At the starting signal, each bends down, grasps a brick in each hand, moves one of them forward, steps on it, moves the other forward, steps on it, and so on. They thus race to the turning line at the other side of the council ring or room, then back to the starting line.

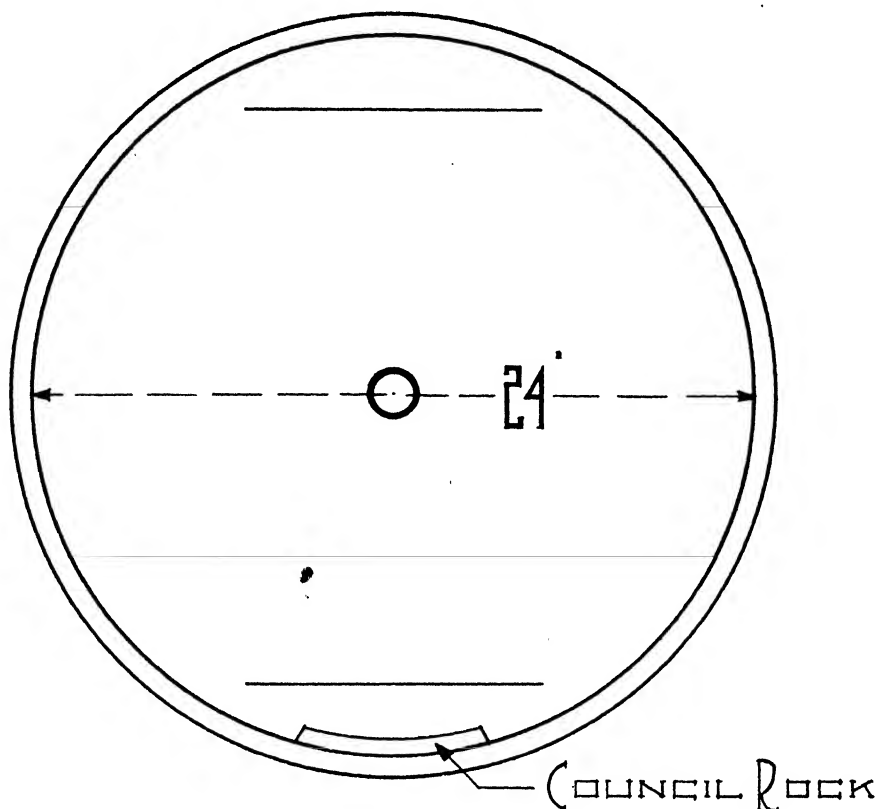


FIGURE 30

### Bag Throwing

*Council Ring, Party*

*Juniors to Adults*

Two contestants take turns in throwing an ordinary paper sack which has been blown up and tied. The one throwing the farthest wins. Someone challenges the winner and so on until the champion is determined.

### Sir Walter Raleigh Race

*Council Ring, Party*

*Juniors to Adults*

The players compete in pairs. One player of each pair stands on the starting line with each foot on a cardboard or piece of paper. At the signal, his partner picks up one of the cardboards and moves it forward for him to step on, then moves the other forward, and so on. They thus go across the council ring or room to the turning line on the other side. Here they exchange positions and the player who moved the cardboards becomes the walker on the trip back to the starting line. The couple wins that gets to the starting line first. Another couple challenges the winner.

This contest is excellent with a mixed group. In this case, a boy and girl compose each couple, and the boy moves the cardboards for the girl both ways across the ring or room.

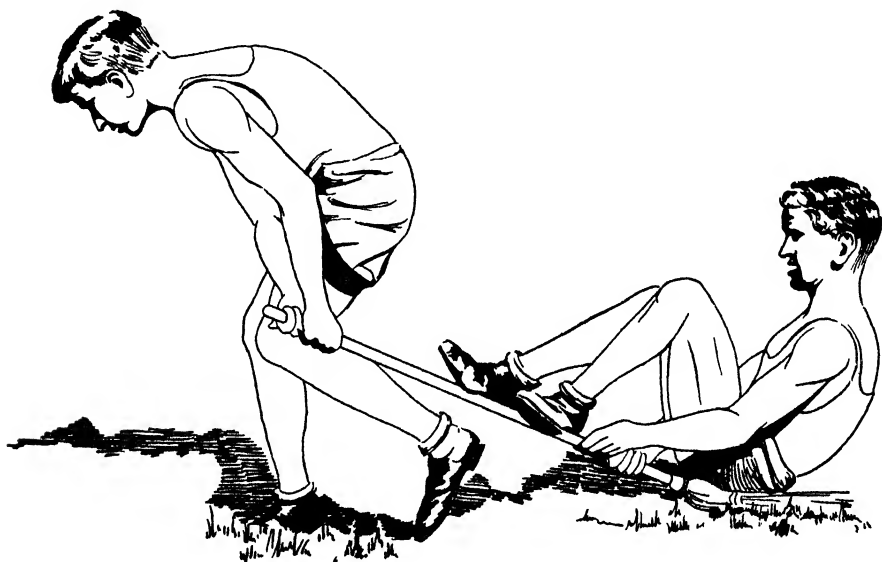
### Broom Riding Race

*Council Ring, Gymnasium, Club, Picnic*

*Juniors to Adults*

This is one of the best of the council ring contests, equally popular with boys and girls. The players compete in pairs. An old house broom is needed for each pair. Draw two lines, on opposite sides of the council ring or room.

One player of each pair, the horse, takes hold of the broomstick.



The other, the rider, sits on the brush part of the broom as near the end as possible, places his feet on the broomstick and holds the stick with his hands.

At the signal, they race from one line to the other, swing around and race back to the starting line. Another pair immediately challenges the winners.

### Hanker Throw

*Council Ring, Party, Club*

*Juniors to Adults*

This simple contest is better than the average dual contest and is particularly successful in the council ring.

The two players stand at the throwing line on one side of the council ring or room and throw their handkerchiefs as far as possible without folding them or knotting them. The one throwing the furthest wins. Someone challenges the winner.





### Match Box Race

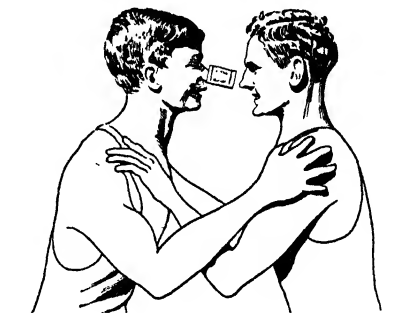
*Council Ring, Party, Club, Picnic*

*Juniors to Adults*

This is one of the best of the council ring events, and while it may be used with many competing, it is much more successful on a challenge basis.

Two couples compete against each other. One of the partners stands at one side of the council ring or room and the other at the other side. Shove a safety match box cover on the nose of each of the players at the starting line. At the signal, each runs across to his partner and transfers the match box cover to his partner's nose; the partner then returns to the starting line.

If the cover drops to the ground, the player may set it on end with his hands, but from then on it must be picked up by shoving the nose into it without the use of the hands. The rule frequently used that the hands cannot touch the cover at all while it is on the floor, is not a wise one in that so much time is consumed that it detracts interest from the spectator's standpoint. If the cover drops while transferring it to the partner's nose, the runner must pick it up on his own nose, and attempt the transfer again.



Another couple challenges the winners. People with colds should be ruled out.

### Witches' Broom Ride <sup>1</sup>

*Council Ring, Party, Club*

*Juniors to Adults*

This excellent stunt is one of the council ring's favorite contests.

Two strong chairs are set face to face and far enough apart so that an ordinary house broom reaches from one to the other, the head resting on one, and about six inches of the stick on the other. Four handkerchiefs are now hung, one on each top corner of the chair backs. The "witch" is armed with a stout wand exactly thirty inches long. The "witch" sits on the broom handle (not on the brush part) with soles of both feet supported on the stick. He balances by holding one end of the wand on the ground.

Without falling, the "witch" must flick off in turn each of the handkerchiefs with the wand. If he sets foot or hand on a chair or

<sup>1</sup> This contest was taken from E. T. Seton *The Birch Bark Roll of Woodcraft*, p. 31. Copyright 1931. By permission of A. S. Barnes and Company, publishers.



touches the ground with foot or hand, it counts as a fall. He may use whichever hand he chooses, but must change the wand from hand to hand while balanced.

When the first player has flicked off all he can before falling, someone challenges him and tries. This continues until all who wish to try have had an opportunity. The one flicking off the most handkerchiefs is the winner. There will probably be a few who flick all four off. These then compete again, this time with six handkerchiefs, the additional two being placed one in the middle of the back of each chair. If more than one gets them all, they continue to compete in turn until only one is left, who is the winner.

### Milk Bottle Balance

*Council Ring, Party, Club*

*Juniors to Adults*

Set a quart milk bottle upright on the floor. A player sits on the top of the bottle, places the *heel* of his right foot on the floor with the toe up in the air, and then places his left leg over his right.



He tries to light a candle or cigarette, but is more apt to light on the floor. He holds the candle or cigarette in one hand and the match in the other, striking the match on the floor. He can balance himself as long as he chooses, but he will not choose to prolong the process because he will soon find the broad head of the milk bottle a most uncomfortable seat.

One after another try, and then the successful ones compete over again until only one remains.

**MILK BOTTLE WRITING.**—Instead of lighting the candle or cigarette, give the player a card and pencil and ask him to write his last name. It must be legible.

### Balloon Batting Race

*Council Ring, Party, Picnic*

*Juniors to Adults*

The two contestants stand at one side of the council ring or room, each holding a toy balloon. Mark a turning line at the other side. At the signal they bat the balloon with the hand across the turning line, then back to the starting line. The balloon crossing the line first wins. Someone challenges the winner.

**BALLOON KICKING RACE.**—This is conducted in the same way as the Balloon Batting Race except that the balloons are kicked.

**BALLOON BUTTING CONTEST.**—This is like the Balloon Batting Race except that the balloons are butted. Each of the two contestants kneels behind his balloon, and at the signal he butts the balloons with the head across to the turning line, then back to the starting line. The balloon must not be touched with any part of the body except the head.

**BALLOON SWEEPING RACE.**—Give each of the two opponents a house broom and a small inflated toy balloon. The balloons are placed on the starting line on the floor, and at the signal are swept with the broom to the other side of the council ring or room, and then back to the starting line.

### Blow Up and Burst

*Council Ring, Parties, Picnics, Club*

*Juniors to Adults*

Give each player a toy balloon. At the signal they blow them up until they burst. The one bursting the balloon first wins. Allow them to use no pressure with the hands.

In the council ring, it is well to have about eight players compete at once. Then conduct additional heats of eight players each. Bring the winners together for another blow for the championship.

Some players are very timid about bursting balloons by blowing. If care is taken in selecting players who are sure to have no fear to start the contest, the rest will soon gain confidence.

### Balloon Rocket Contest

*Council Ring, Party, Club*

*Juniors to Seniors*

Establish a line on which the contestants must keep one foot. Give each contestant a toy balloon and allow him to blow it up as tightly as he desires. He holds it shut with his fingers and does not tie it. At the signal, they all release the balloons. The escaping air propels them in rocket fashion. The one wins whose balloon drops farthest from the line on either side of it.

In the council ring, two contestants toe a spot near the center of the ring and release their balloons simultaneously. Someone else challenges the winner.

### Balloon Blowing Race

*Indoor Council Ring, Club, Party*

*Juniors to Adults*

An inflated toy balloon is needed for each contestant. Each places his balloon on the starting line and kneels behind it. At the signal they blow the balloons to the finish line. Touching the balloon with the face or any part of the body eliminates the player. The balloon which crosses the finish line first wins. Forty to fifty feet is a sufficient distance.

In the council ring, two lines are drawn on opposite sides of the

ring from each other. The two contestants blow the balloon from one line to the other, then back to the starting line. Someone then challenges the winner.

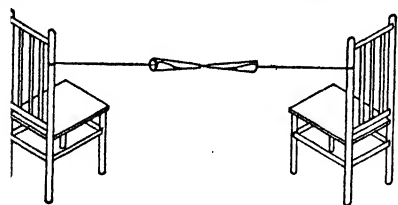
**VARIATION.**—This contest may also be played by providing the contestants with fans with which they blow the balloons. This is less satisfactory, however, because in their enthusiasm practically all contestants accidentally touch and bat the balloons with the fans.

### Funnel Blowing

*Council Ring, Club, Party*

*Juniors to Adults*

This is an excellent council ring contest but may be used on a challenge basis any place. Four funnels must be made of paper. Roll an ordinary sheet of typewriter paper into a cone with an opening at the large end three or four inches wide and, at the small end, just large enough to pass a string through. Paste the edges of the paper to hold the cone intact. Run the end of a twenty-foot string through one funnel from the large end and through a second funnel from the



the small end, and stretch the string tightly between two chairs placed twenty feet apart. The funnels thus have their small ends toward each other as in the drawing. Fix a second string holding two funnels in the same way. Place

the strings parallel to each other, and place the funnels at one end of each string and six inches from the chair.

The contestants compete in pairs, two pairs participating at one time with each pair assigned to one string. One player of each pair is stationed at each end of their string. On the signal Number 1 of each pair blows the cones down to the other end of the string and Number 2 blows them back. The pair wins whose cones touch the chair at the starting end first. Another pair challenges the winners.

**STRING BALLOON BLOWING RACE.**—The contestants compete in pairs. For each pair, place two chairs twenty feet apart and stretch a string tightly between them. The strings should be parallel to each other and six feet apart. The string used should have a hard smooth surface. A toy balloon is suspended from each string. Inflate the balloon, close it with a rubber band, attach a paper clip to the rubber band, and pass the string through the paper clip. The balloon will thus slide easily along the string. Place the balloons within six inches of one end of the string.

One player of each pair stands at each end of the string. At the signal the first one blows the balloon to the other end of the string and when it touches the chair, his partner blows it back. The pair

wins whose balloon first touches the chair at the starting end of the string. Another pair challenges the winner.

**DISK BLOWING.**—Arrange the strings as in Funnel Blowing, described above. The smoothest string obtainable should be used. Cut out two cardboard disks four or five inches in diameter and punch a hole in the exact center of each, just large enough to pass the string through. Place the disks one foot from the starting end of the strings.

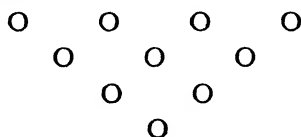
The players compete in pairs. Number 1 stands at the starting end and his partner at the other end. At the signal Number 1 blows the disk down to the other end of the string and his partner blows it back. The team finishing first wins and someone challenges the winner.

### Candle Bowling

*Council Ring, Party, Club, Home*

*Juniors to Adults*

In this interesting contest ten candles are set up on the floor, arranged as the pins in bowling:

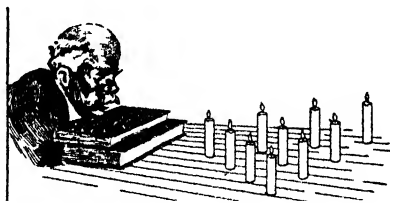


The candles in each row should be four inches apart. Establish a bowling line eighteen inches from the head candle by placing three books on top of each other; the bowler must rest his chin on these books when blowing.

The contestants compete one after the other, each taking one blow only. The player wins who extinguishes the most candles. If several are tied, as will doubtless be the case, they compete again until a champion is determined.

Candle Bowling may also be played as a game for three or four players. In this case, the procedure is as in regular Bowling, each being given two blows each turn. The scoring is done as in regular Bowling. If the bowler blows all candles out with one blow he scores a strike; in two blows, a spare. Otherwise he scores the number of candles he extinguished. Five frames will be more satisfactory than ten for most groups.

If the blowing line is too far back at eighteen inches, it may be moved up.



### Fluffy Blow-Out

*Council Ring, Party, Club*

*Juniors to Adults*

This is a dual contest between two players. Give each a quart fruit jar containing five fluffies or small feathers. At the signal they attempt to blow the fluffies out. The one emptying his jar first wins. Someone challenges the winner. A judge should watch each player and signal when he finishes.

### Rubber Band Contest

*Council Ring, Party*

*Juniors to Adults*

Establish two lines, one on each side of the room or council ring. Give each of the two contestants an inch-wide rubber band obtained by cutting cross sections from an old inner tube. At the signal they run to the opposite line and back, and as they run, go through the rubber band by passing it over the head and down. The player finishing first wins. Someone challenges the winner.

### Driving the Pigs to Market

*Indoor Council Ring, Club, Party*

*Juniors to Adults*

Place a pop bottle on the starting line in front of each of the two contestants. Using a three-foot stick, the contestants roll the bottle across the council ring or room to the turning line, then back to the starting line. The bottle often refuses to roll in a straight line and consequently the contest becomes a humorous affair. The bottle must be rolled, not batted. Someone challenges the winner.

The head of a croquet mallet may be substituted for the bottle and the handle used for the stick.

### Jam Jar Walking

*Council Ring, Party*

*Juniors to Adults*

Give each of the two contestants two one-pint fruit jars. They place the jars upside down on the floor at the starting line and stand with one foot on each. At the signal they stand on one foot, pick the other jar up and move it forward, step on it, and then move the other jar forward. They thus move across the council ring or room and the one wins who reaches the finish line first. Someone challenges the winner.

**JAM JAR STEPPING STONES.**—Mark a starting line at one side of the council ring or room and at right angles to it place two rows of pint fruit jars, six jars to a row. The jars are placed upside down, two and a half feet apart and in a straight row.

One contestant stands behind each row on the starting line. At the signal each runs to the first jar, steps on it, and then proceeds by stepping from jar to jar. On reaching the last jar, he turns without

stepping off and returns to the starting line. The one finishing first wins and is challenged by someone else.

If a player falls off he must remount the jar from which he fell. If he tips a jar over, he must replace it and remount it before proceeding. If in turning on the end jar, he falls off, he must remount, facing the original direction, and turn again.

**FLOWER POT RACE.**—Give each of the two players two flower pots. He places the pots upside down on the starting line, and stands on them. At the signal he moves to the finish line by shuffling the pots along with his feet. The finish line should not be more than fifteen feet distant.



If a player falls off his pots, he must remount at the spot without moving the pots forward.

### Tumbler Balancing

*Council Ring, Party*

*Juniors to Adults*

Place a heavy tumbler upside down on the floor. About the length of one's forearm away from it, place a candle holder with candle, and beside it place a box of matches and a match.

The contestant places one foot on the tumbler, lifts the other foot from the floor, bends down, picks up the matches, and attempts to light the candle. He loses if he touches the raised foot to the floor. Try it, if you think it's too easy.

In the council ring, those who succeed are caused to sit to one side, and when all who desire have tried, the winners try again until only one remains.

### Fluffy Race

*Council Ring, Party*

*Juniors to Adults*

Give each of the two contestants a paper plate on which is placed four small fluffies such as are used in pillows. At the signal they run from one side of the room or council ring to the other and back to the starting line. The one finishing first with the most fluffies still on his plate wins. Someone challenges the winner.

### Fluffy Blowing Race

*Indoor Council Ring, Party*

*Juniors to Seniors*

The two contestants kneel facing each other in the center of the council ring or room, and their hands are tied behind their backs. A

fluffy or small feather is placed on the floor between them. At the signal each attempts to blow the fluffy to the goal line. The goal lines are placed ten feet behind each player.

Not being able to balance themselves with hands to assist, the players are on their stomachs most of the time and their antics become very amusing.

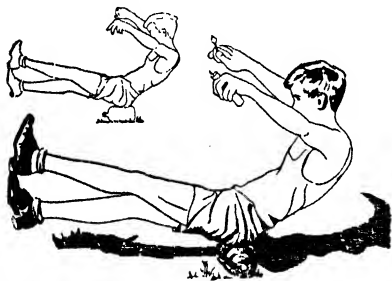
**FLUFFY FANNING RACE.**—The two contestants stand and fan the fluffies across the ring and back with a cardboard or fan.

### Jug Balancing

*Council Ring, Parties, and Social Gatherings*

*Juniors to Adults*

A gallon jug is laid on its side on the floor. The first contestant takes a candle in one hand and a match in the other. He sits on the jug with the jug extending at right angles to his body. He then lifts his legs from the floor and stretches them out straight, placing the heel of one foot on the toe of the other. He may keep his hands on the floor while balancing himself but once they are taken off they may not be returned. While balanced on the jug he attempts to light the candle.



The feat is difficult, especially to the uninitiated. One player after another attempts it. When all who desire have tried, those who succeeded try again, and the elimination continues until only one remains, who is declared the champion.

Having performed the stunt as described above, have the players attempt it in this more difficult fashion: Sit lengthwise of the jug; that is, with the jug extending parallel to the body.

**KEG AND BARREL BALANCING.**—Substitute a small keg for the jug. When boys are competing in the council ring, use a large keg or a barrel.

### Freeze <sup>2</sup>

*Council Ring, Club*

*Juniors to Adults*

This contest is adapted primarily for the council ring but may be played on a challenge basis any place. Two persons compete, one of whom is the hunter and the other the animal being stalked. Much fun can be added by telling the animal what species he is to be, such as rabbit, bear, and so forth. They circle about the ring, each portraying his part to the best of his ability, the hunter carefully stalking the game, and the animal warily moving away, sniffing the wind and

<sup>2</sup> This contest was taken from E. T. Seton, *The Birch Bark Roll of Woodcraft*, p. 44. Copyright, 1931. By permission of A. S. Barnes & Company.

keeping an occasional eye on its back trail. At the word "Freeze," both come immediately to a dead standstill, and remain in the position until one or the other sways, winks an eyelid, or otherwise stirs a muscle. The player moving first is defeated, and someone immediately challenges the winner.

Two judges are needed, one to watch each contestant. When a contestant, watched by Judge A wins and is challenged by someone else to another contest, he is watched in the new contest by Judge B, Judge A watching the challenger.

### Ping-Pong Ball Blow for Distance

*Indoor Council Ring, Party, Home*

*Juniors to Adults*

This is an excellent contest for an indoor council ring with a smooth floor. Place a ping-pong ball on the floor at the starting line. The two contestants blow one after the other, and the one wins who blows the ball the farthest. The ball usually curves and starts back toward the starting line, but each is credited with the greatest distance away that the ball reached. Someone challenges the winner.

### Wheelbarrow Race

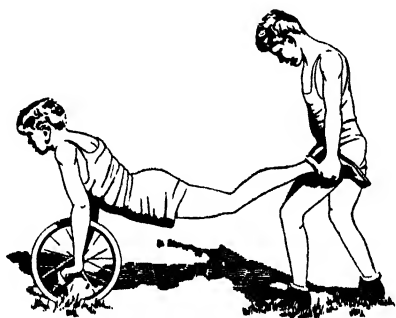
*Council Ring, Playground, Gymnasium, Club*

*Juniors to Seniors*

This is a thrilling event both to participants and spectators, and as a council ring contest it has few superiors.

Secure two large tricycle wheels at least twelve inches in diameter from a bicycle repair shop. If possible, obtain wheels with hard rubber tires. Secure two iron rods sixteen inches long and just large enough to insert through the hub of the wheels.

The contestants compete in pairs. One player places his hands on the bar, one on each side of the wheel, gripping the bar near the end. His partner grasps him by the ankles and lifts him, and thus wheels him forward; he must not grasp him any higher than the ankles.



A single line six feet long is drawn in front of the council rock in the council ring, and at right angles to it (see Figure 31). This serves both as the starting line and the finishing line. Three chairs are placed on the floor one at each of the other three sides of the ring, five feet out from the side of the ring. The two pairs of contestants take their positions at the starting line, one on each side of it and facing in opposite directions. At the signal, they race around the



ring, going in opposite directions and back to the starting line. Before the start the inside pair (farthest from the council rock) is instructed to pass its opponents on the *outside* when they pass on the opposite

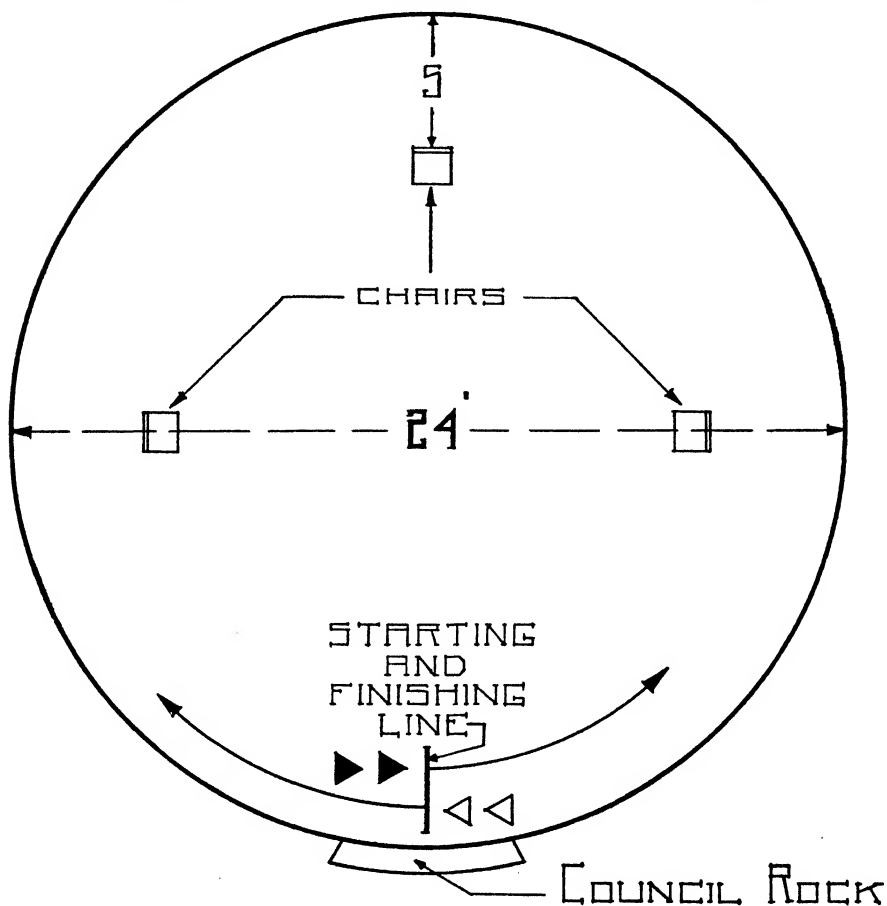


FIGURE 31

side of the ring. Any contestants knocking over chairs are eliminated.

The pair wins whose wheel crosses the starting line first. Another couple immediately challenges the winners.

### Rolling Race

*Indoor Council Ring, Club, Party*

*Juniors to Seniors*

This event is a riot in the council ring because of the inability of the players to determine directions when rolling.

The two contestants lie on the floor parallel to the starting line. At the signal, they roll across the council ring or room to the turning line, then roll back to the starting line. Some of them will roll

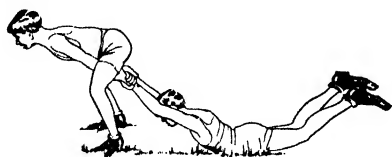
over the ring before finding the starting line. Someone challenges the winner.

## Chinaman's Drag

*Indoor Council Ring, Club, Gymnasium*

*Juniors to Seniors*

Two couples compete at once. The first player stands at the starting line, his partner lies on his stomach on the floor behind him. Number 1 reaches back between his legs with his two hands and takes Number 2's hands. At the signal, Number 1, dragging Number 2 behind him, runs across the council ring or room to the turning line on the other side, swings around and runs back to the starting line.



Another pair challenges the winners. This event is possible only when the floor is smooth, clean, and free from slivers.

## Goat Butting Contest

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

This is an excellent council-ring contest, much loved by boys. Two volleyballs or soccer balls are needed. Two lines are drawn, one on each side of the council ring or room. The two balls are placed on one line with a contestant kneeling behind each. At the signal, they butt the ball with the head across the other line, then butt it back to the starting line.

Hitting the ball with any part of the body except the head eliminates the player. If played in an outdoor council ring, and the ball goes near the fire, the player must withdraw it with his head only. The player wins whose ball first crosses the finish line, and he is immediately challenged by someone else.

## Kangaroo Jumping Race

*Council Ring, Party, Club*

*Juniors to Adults*

This is one of the better council-ring races. Place a piece of cardboard or a folded newspaper between the ankles of the two contestants. At the signal, they jump forward across the ring or room to the turning line, then back to the starting line, keeping the paper between their legs all the way. If the paper is dropped it must be replaced with the hands before further progress is made. Someone challenges the winner.

**VARIATION.**—Instead of using the cardboard, bind each contestant's feet together. A woven belt should be used for this which can be put on quickly without delaying the program. The challengers may be tying their feet together while the first race is being run and thus avoid delay.

### Siamese Twins Race

*Council Ring, Club, Party, Gymnasium*

*Juniors to Seniors*

This is an excellent council-ring contest. Two broomsticks four feet long are needed. Two pairs of contestants race each other. The partners stand back to back at the starting line, place the stick between their legs, and grasp in front with both hands.

At the signal, they run to the turning line on the opposite side of the council ring or room, one running forward and the other running backward. On reaching the turning line they stop, and without turning around race back to the starting line. Another pair challenges the winners.

### Back to Back Race

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

Among boys this is one of the favorite races of the council ring.



Two couples race each other. The two partners stand back to back at the starting line and link elbows. At the signal, the front player bends forward and lifts the back player from the floor and carries him thus across the council ring or room to the turning line. On reaching it, the supporting player drops the rider, and the rider immediately leans forward, lifts the former sup-

porting player, and races back to the starting line. Another pair challenges the winners.

### Balloon Kangaroo Jumping

*Council Ring, Party*

*Juniors to Adults*

The two contestants stand at one side of the council ring or room, and each is given a toy balloon which he places between his knees. At the signal they jump to the other side of the ring or room and return to the starting line. The one finishing first wins. Of course, if one breaks his balloon, he is eliminated. If the balloon is dropped, it must be replaced before further progress is made. Someone challenges the winner.

### Dizzy Walk

*Party, Council Ring, Club*

*Juniors to Adults*

Draw two parallel chalk lines on the floor, six inches apart and ten or fifteen feet long. A person stands at one end holding a small prize on his hand. At the other end the contestant stands with a cane, ball bat, or umbrella. He places one end of the cane on the floor, places his forehead on the upper end, and walks around the cane five times. Someone counts for him and slaps him on the back when his

five circuits are made. The contestant then drops the stick and immediately attempts to walk the six-inch line to the prize, which is his if he succeeds. There is little danger that the prize will be obtained too soon. The contestant must start to walk at once after dropping the cane and is not permitted to wait for the dizziness to wear off.

When played in a home the chalk lines may be eliminated and a line on a rug or a board in the floor used to indicate the straight line.

In the council ring, two players compete at once. A person on the opposite side of the ring holds his hand out in front. After spinning five times the two players attempt to walk or run and touch the outstretched hand. The one touching it first wins. Then two more compete. After there are several winners selected, have them compete again. Do not ask a player to compete twice in succession. Postpone the finals if necessary until after another event takes place.

### Tin-Can Stilt Race

*Council Ring, Club, Playground*

*Juniors to Adults*

This is a great fun-maker in the council ring. The four tin-can stilts are prepared very quickly by running a three-foot length of light rope through holes punched in opposite sides of the can near the top. If possible, use cans with both top and bottom intact as is the case with tomato juice or soup cans from which the contents have been removed by holes punched in the top. The ends of the rope are tied together so that when a player stands on the can the rope will reach about to his knees. Two cans are needed for each player.

The two contestants mount the cans at the starting line, take a rope in each hand and pull on it, thus holding the cans to the feet. At the signal, they race to the turning line on the opposite side of the ring, then back to the starting line. Someone challenges the winner.

If a player falls over, as is very apt to happen, the cans must be adjusted before further progress is made.



### Donkey and Rider Race

*Council Ring, Picnic, Club, Playground*

*Juniors to Adults*

Two couples compete against each other. One of the partners is the donkey and drops to all fours at the starting line, and the other

mounts his back. At the signal, they race across the council ring or room to the turning line, and there exchange places, the rider becoming the donkey, and race back to the starting line. The winners are challenged by another couple.

### Pail Running Race

*Council Ring, Club, Playground*

*Juniors to Adults*



This is an excellent event for the outdoor council ring. Four buckets, preferably wooden candy or lard pails, of the ten-gallon size are needed.

The two contestants stand with each foot in a bucket and with the bucket handles in their hands. At the signal, they race to the turning line on the other side of the council ring, then back to the starting line. Someone challenges the winner.

### Cracker Eating Contest

*Council Ring, Party, Club, Picnic*

*Juniors to Seniors*

When properly conducted, cracker eating contests are excellent council-ring and party events. At parties the crackers are the cause of many crumbs on the floor and if this is objectionable the event had better be postponed until more advantageous conditions are available.

Conduct the event in heats. Line up about nine players and give each player two large crackers. Appoint three judges, each to watch three players. The one who whistles first wins. Conduct other heats until all who wish have tried. Then line up the winners and have them compete again for the championship.

When conducted in the council ring in camp, have one representative of each tent or cabin compete.

### Sugar Race

*Council Ring, Party, Club*

*Juniors to Adults*

This contest is much more successful and interesting than it may appear in the reading. The two contestants stand on the starting line, each with a piece of lump sugar on his nose. At the signal, they run across the council ring or room to the turning line, and back to the starting line. If the sugar falls off, it must be replaced and the hand removed before further progress is made. Someone challenges the winner.

### Sore Toe Race

*Council Ring, Club, Party*

*Juniors to Seniors*

The two contestants take the position of a boy who has stubbed his toe—they stand on one foot, raise the other forward and grasp the toe with both hands. In this position, they hop to the turning line on the other side of the council ring or room, then back to the starting line. Someone challenges the winner.

### Lip Card Contest

*Council Ring, Playground, Party, Club*

*Juniors to Adults*

This is on the order of the Match Box Race (page 241), and equally as interesting. The players compete in pairs, one player stationed at the starting line on one side of the council ring or room, and his partner at the turning line on the other side.

Give each player at the starting line a card three inches square. Each places it above his upper lip and holds it by shoving his upper lip against his nose. At the signal he runs to his partner and transfers the card without the use of the hands. The partner then returns to the starting line. If the card falls in the transfer, the first player must put it back on his own lip again before proceeding with the transfer.



Whenever the card falls either in running or in transfer the player may set it up on edge on the floor with his hands but must pick it up with his lip from this position.

Another pair challenges the winners.

### William Tell Race

*Council Ring, Party, Picnic, Playground*

*Juniors to Adults*

A large apple is placed on the head of each of the two contestants. At the signal, they race across the council ring or room to the turning line, then back to the starting line. Any contestant who touches his apple while it is on his head is eliminated. If the apple falls off, it must be replaced and the hands removed before making further progress. The one wins who finishes first with the apple on his head, and the winner is immediately challenged by someone else.

**PUEBLO WATER MAIDEN RACE.**—Give each of the two contestants a gallon tin can. Each places the can on his head and at the signal goes to the other side of the room or council ring and back. The hands may not touch the can. If it falls to the floor, the player must stop

and replace it without making further progress. The one wins who finishes first with the can on his head.

This may be used as a regular race as well as a dual contest.

### **Chewing Gum Contest**

*Council Ring, Party, Picnic*

*Juniors to Adults*

Give all the contestants a stick or ball of chewing gum, and let them chew it a while before the contest starts. Two contestants then stand side by side and stretch the gum as far as possible. The one stretching the farthest wins. Someone challenges the winner.

Contests of this type are best conducted by standing several players in a row and picking the winner of the group, rather than on a challenge basis as described above. One group after another competes, and then the winners compete against each other for the championship.

### **Dish Pan Race**

*Indoor Council Ring, Party, Club*

*Juniors to Seniors*



Two large dish pans are placed on the starting line on one side of the council ring. A contestant sits in each pan, facing the starting line, with hands and feet on the floor.

At the signal, they advance to the opposite line by sliding the pan forward with hands and feet on the floor. Someone immediately challenges the winner.

### **Rodeo Race**

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

Two teams of three each compete against each other. The three players stand in file at the starting line. Number 2 bends down and grasps Number 1 around the waist. At the signal, Number 3 jumps on Number 2's back, straddling him, and the three race across the council ring or room to the turning line and back to the starting line. Another group of three challenges the winner.

### **Sack Race**

*Council Ring, Picnic, Playground*

*Juniors to Adults*

The commonplace Sack Race, thread-worn by years of use, takes on a new glamour when staged in the council ring. Two burlap sacks are needed long enough to reach to the hips of the players.

The two contestants stand in the sacks at the starting line with

the sacks pulled up hip high. At the signal, they jump to the turning line on the other side of the council ring or room, then back to the starting line. Someone challenges the winner.

### *Council Ring, Club*      **Kangaroo Race**      *Juniors to Seniors*

Two pairs race against each other in this event. The two partners stand facing each other at the starting line. The front player leaps upon his partner and wraps his legs around his waist, then drops his body back and down between his partner's legs, grasping his partner's ankles just above the heel. The back player then bends down and puts his hands on the floor as in the illustration.



At the signal, the supporting players run on hands and feet across the council ring or room, then back to the starting line. Someone challenges the winner.

### **Circus Sandal Race**

#### *Council Ring, Playground, Gymnasium*      *Juniors to Adults*

The circus performer's rainy day sandals with which he walks through the mud from the dressing tent to the big top, suggest this race for the council ring. These are made in a few minutes by sawing off pieces of four-by-four inch material twelve inches long, and nailing to them toe straps of tin from a tin can, or of leather. Four sandals are needed.

The two contestants mount the sandals at the starting line, and at the signal move across the council ring or room to the turning line, then back to the starting line. A sort of skating motion is necessary or the heavy sandals are apt to fall off. Someone challenges the winner.

### **Peanut Race** (*Bean Race*)

#### *Council Ring, Party, Club*      *Juniors to Seniors*

Establish two lines fifteen feet apart. The contestants compete in pairs. Partner Number 1 stands behind the one line with a teaspoon in his mouth, hands clasped behind his back. Partner Number 2 kneels behind the opposite line, hands clasped behind his back, with a hulled peanut or a bean on the line in front of him. On the signal, the Number 1's run to the opposite line, kneel or lie down in front of their partners, while the partners attempt to roll the peanut into the spoon with the nose. Hands of all players must be kept behind



the back throughout. The player wins who returns to the starting line first with the peanut in the spoon. Another pair immediately challenges the winners.

### Nose Potato Rolling

*Council Ring, Playground, Party, Club*

*Juniors to Seniors*

Place a potato on the starting line for each of the two contestants. If potatoes reasonably equal in size and shape are not available, baseballs or tennis balls may be used instead. At the signal the contestants on hands and knees roll the potatoes or balls by pushing them with the nose.

They roll the potato from the starting line to the turning line on the other side of the council ring or room, then back to the starting line. Someone challenges the winner.

### Easter Egg Contest

*Council Ring, Party*

*Juniors to Adults*

Two pairs of players compete at one time. One player of each pair stands or kneels at opposite sides of the council ring or room. Give each player a teaspoon which he holds with his teeth. Place a rubber egg or hardboiled egg in the spoon of the first player of each team.



At the signal the first player runs to his partner and attempts to transfer the egg to the other's spoon without using the hands. If the egg falls while running it may be

steadied on the floor with the hand but must be picked up with the spoon. If it falls in the transfer the first player must pick it up with his spoon and attempt the transfer again. The team finishing first wins. Another pair challenges the winners. Continue until a champion pair is determined.

### Prisoner's Race

*Council Ring, Club*

*Juniors to Seniors*

The players compete in pairs. The two partners stand back to back, link arms, and have their ankles tied together; they stand sideways to the starting line, which is on one side of the ring or room. At the signal they move by jumping sideways to the finish line at the other side of the ring.

If they fall to the floor, as they doubtless often will, they may release their linked arms to get up, but must link them again before making further progress. Another pair challenges the winners.

### Rocking Race

*Party, Council Ring*

*Juniors, Intermediates*

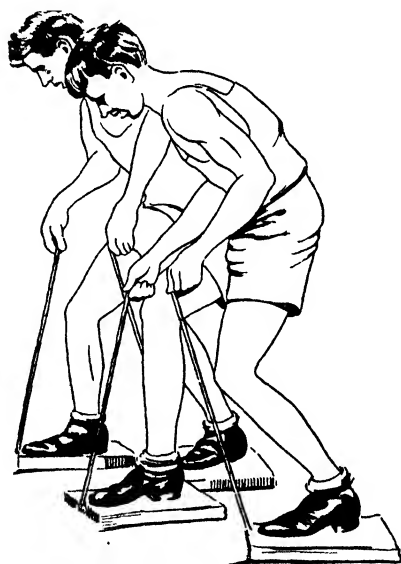
The players compete in pairs. Number 1 sits on the floor with his feet pulled up against him. Number 2 sits on Number 1's feet, facing him, and Number 1 then raises up and sits on Number 2's feet. They place their hands on each other's shoulders. At the signal the couples race by rocking back and forth. Fifteen feet is far enough.

### Plank Race

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Adults*

Four pieces of board are needed, fifteen inches square and one inch thick. A three-foot rope is attached to the middle of the front edge of each, as in the illustration. Each of the two contestants places two of the planks on the starting line, rope to the front, and stands on them with one foot on each plank, holding the ropes in his hands.



At the signal, they race by stepping and lifting the plank forward with the rope. They then run across the council ring or room to the turning line, turn and race back to the starting line. Someone challenges the winner.

### Summer Snowshoe Race

*Council Ring, Playground*

*Juniors to Adults*

Barrel tops are worn on the feet in this event. A cross strip is nailed across the barrel top, and to it toe straps of leather or tin from a tin can are nailed. Four such "snowshoes" are needed, but it is wise to

have two or three more in reserve in case some break during the racing.

The two contestants stand mounted on the "snowshoes" at the starting line, and at the signal race across the council ring or room to the turning line, then back to the starting line. Someone challenges the winner.

### Barrel-Stave Ski Race on Land

*Council Ring, Club, Playground*

*Juniors to Seniors*

Two pairs of barrel-stave skis are needed. These are made by tacking toe straps of tin from a tin can, or leather, to wide barrel staves.

The two contestants mount the skis and race across the council ring or room to the turning line, then back to the starting line. Someone challenges the winner.

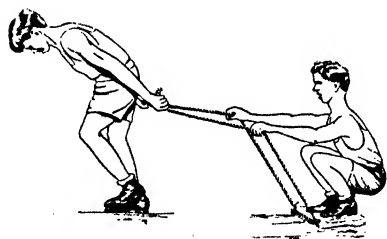
### Plank Sled Race<sup>3</sup>

*Council Ring, Club, Gymnasium, Playground*

*Juniors to Seniors*

Two planks are needed, fifteen inches wide, twenty-four inches long and two inches thick. At each corner of one of the long sides a six-foot rope is attached. (See illustration.)

The contestants race in pairs, one as the rider and the other as the horse. The rider mounts the plank, bends and grasps a rope in each hand near the plank; the horse takes the ends of the two ropes and pulls.



A six-foot line is drawn in front of the council rock in the council ring, and at right angles to it. This serves as the starting and finishing line. Three chairs are placed on the other three sides of the ring five

feet out from the edge of the ring. The arrangement is as in the Wheelbarrow Race (Figure 31, page 250).

The two pairs take their positions one either side of the starting line, facing in opposite directions, and at the signal race around the ring in opposite directions. The pair which is on the inside at the start (farthest from the council rock) is instructed to pass the other pair on the *outside* when they pass on the opposite side of the ring. Anyone knocking over a chair is eliminated. The couple reaching the starting line first wins, and another pair immediately challenges them.

**VARIATION.**—The rider stands on the plank but is not permitted to take hold of the ropes. This makes it necessary for the horse to pull

<sup>3</sup> The idea for the use of these planks was taken from A. B. Wegener, *Play Games*, p. 11. Copyright, 1930. By permission of the Abingdon Press, publishers.

smoothly and evenly, without jerks, since the rider loses his balance very easily and steps off. If he is thrown off, the horse must return the sled to the point where the rider first touches the floor, in order that he may mount the sled again.

### Seal Race

*Indoor Council Ring, Party, Club*

*Juniors to Seniors*

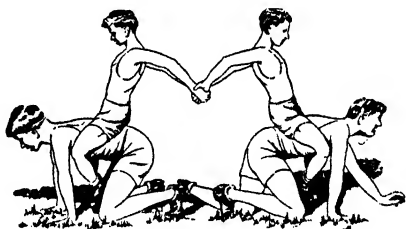
The two contestants lie face downward on the floor facing the starting line. They place their hands on the floor pointing outward. At the signal, they walk on their hands, dragging their legs straight out behind with toes pointed. They thus race to the finish line on the other side of the council ring or room. Someone challenges the winner.

### Tractor Pull

*Council Ring, Club, Gymnasium, Playground*

*Juniors to Seniors*

Two pairs compete at one time. One partner is the horse and the other the rider. The horses kneel either side of a line on the floor, facing away from the line, and the riders mount their backs, facing in the same direction, and with legs firmly wrapped around the horse's body. The riders reach back and grasp each other's wrists with the wrist grasp.



At the signal, they pull, attempting to pull the other over the line.

A pair loses when pulled over the line, or when the rider is dislodged from the horse. Another pair challenges the winners.

### Badger Pull

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The two players kneel facing each other either side of a line on the floor. A collar formed by tying together the ends of two towels is placed behind their necks, and they pull back until the collar is stretched tight and each is equally distant from the line.

At the signal, they pull, each trying to pull the other entirely across the line. A player loses when he is pulled over the line or when he allows the collar to slip off his head. Someone challenges the winner.

### Partner's Hopping Race Number 1

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

Two couples compete at once. The partners stand facing each other at the starting line, raise their left legs toward each other, and each grasps the other's leg at the ankle with the right hand. At the signal,

they hop across the council ring or room to the turning line, then hop back to the starting line. Another pair challenges the winners.

**PARTNER'S HOPPING RACE NUMBER 2.**—Two couples compete at once. The two partners stand side by side facing the starting line and place inside arms around each other. They raise their inside legs, and at the signal hop across the council ring or room to the turning line, then back to the starting line. Any couple touching the inside legs to the floor is eliminated.

**PARTNER'S HOPPING RACE NUMBER 3.**—The two competing couples take their places at the starting line, one partner standing behind the other. The front partner raises his left leg behind, and the back player grasps it with his left hand; the back player also raises his left leg. At the signal, they hop across the council ring or room to the turning line, then hop back to the starting line.

### Collar Pull

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

This contest is similar to the Badger Pull except that the players face away from each other. A twelve-foot rope is needed, in each end of which a two-foot loop is tied. The two players kneel either side of a line on the floor, facing away from the line. The loop is placed around the back of the neck and under the armpits as in the illustration. A towel may be placed



across the back of the neck for protection from the rope. They pull away from each other until the rope is tight and each is equally distant from the line.

At the signal, they pull endeavoring to pull each other over the line. The knees may not be raised from the floor.

**VARIATION.**—Exactly like the above except that the players are on hands and feet, and are not allowed to drop their knees to the floor.

### Crisscross Hoop Running Race

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The two contestants stand at the starting line, each holding a wooden barrel hoop between their legs perpendicular to the floor and touching it. At the signal, they race as follows: step by crossing the right foot through the hoop, cross the left foot through the hoop in front of the right, cross the right through the hoop in front of the left, and so on. They race from the starting line across the council ring or room to the finish line at the opposite side. Someone challenges the winner.

**HOOP RUNNING RACE.**—The two contestants stand at the starting line, each holding a wooden barrel hoop. At the signal, they race across the council ring or room to the turning line, then back to the starting line, in the following manner: Holding the hoop in the right hand, they bend down so that the broad side of the hoop is parallel to the floor, or nearly so, step in it with the right foot and then the left, transfer the hoop to the left hand, and step out of it with both feet; the hoop is then swung behind the back to the right hand, and the step is repeated.

Someone challenges the winner.

### Hoop Tug

*Council Ring, Club*

*Juniors to Seniors*

A rope hoop measuring about two feet in diameter is needed. The two contestants both stand inside the hoop, facing in opposite directions, with the hoop raised to waist level. They stand midway between two lines twelve feet apart.

At the signal each attempts to pull the other across the line. The one who succeeds wins, and is challenged by someone else.

### Hoop Sitting Race

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Adults*

Each of the two contestants holds a wooden barrel hoop. At the signal, each squats and sits through the hoop, pushing the hoop up against the back of his neck and the back of his knees. He puts his arms back through the hoop and holds it from behind. He may straighten up as far as possible with the hoop still touching the back of his knees and neck.



They race across the council ring or room to the turning line, then back to the starting line. Someone challenges the winner.

### Crab Race

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The two contestants support themselves on hands and feet, backs to the floor and feet toward the starting line. At the signal, they race feet first in this position to the turning line at the other side of the council ring or room, then back to the starting line. Touching the floor with other than the hands or feet disqualifies the player. Someone challenges the winner.

**REVERSE CRAB RACE.**—This race is exactly like the Crab Race described above except that the players race with hands to the front instead of feet.

**COMBINATION CRAB RACE.**—This is a combination of the two methods described above. The contestants move to the turning line as described in the Crab Race, then without turning around return to the starting line as described in the Reverse Crab Race.

### Hoop Hobble Race

*Council Ring, Playground, Gymnasium, Club*      *Juniors to Adults*

Two wooden barrel hoops are needed. The two contestants place the hoops at the starting line, stand in them and pull them up to ankle height, holding them there by spreading the legs.



At the signal, they race across the council ring or room with the hoops held in this position by keeping the legs spread against them. The hoops must not be touched with the hands after the start, and must not be allowed to rise higher than midway between the ankles and knees. On reaching the turn-

ing line on the other side of the ring or room, the racers turn and race back again to the starting line. Someone challenges the winner.

### Partner's Crab Race

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The two partners sit one behind the other facing the starting line. The front player leans back and grasps the rear player's ankles, and the rear player leans back and places his hands on the floor behind him. At the signal, they raise their buttocks off the floor and race to the turning line at the opposite side of the council ring or room, then back to the starting line. Another pair challenges the winners.

**PARTNER'S REVERSE CRAB RACE.**—This is the same as the above except that the players face in the opposite direction and race backward.

### Caterpillar Race

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

In this event two couples compete at once. The two partners stand one behind the other at the starting line. The front partner bends down and places his hands on the floor, and the rear player bends down and grasps the front player's ankles. At the signal, they race across

the council ring or room to the turning line, turn around and race back to the starting line. The winners are challenged by another pair.

### Clothespin Contest

*Council Ring, Party, Club*

*Juniors to Adults*

Across the center of the council ring or room stretch a clothesline tightly and stick two clothespins on it, heads downward. The line should be high enough so that the players will have to jump rather high off the floor to secure the clothespins in the mouth.

Two players stand at the starting line at one side of the ring or room and at the signal run under the clothesline and jump, attempting to secure a clothespin in their mouths. The one securing a clothespin first and depositing it in a container at the starting line, wins. Someone challenges the winner.

### Somersault Race

*Indoor Council Ring, Club*

*Juniors, Intermediates*

The two contestants stand facing the starting line. At the signal they move to the finishing line at the other side of the council ring or room by a series of somersaults. No steps may be taken—as soon as one somersault is finished the next is started. The one wins who crosses the finishing line first and is immediately challenged by someone else.

### Chair Crawl for Match

*Council Ring, Party, Home*

*Juniors to Adults*

Set a heavy straight-back chair on the floor. Place a match on the seat of the chair just in front of the right rear leg with the end extending over the edge a half-inch. The first contestant lies on the chair on his right side, facing the back. With his left hand he grasps the top of the back of the chair, and with his right hand grasps the rear left leg. He attempts to crawl around the back of the chair, secure the match with his teeth and return to a sitting position without touching the floor.

One after another of the players attempts it and the successful ones sit to one side. When all who desire have tried, the winners compete again, but this time with the match moved farther to the front. Continue to move the match to the front until a champion is determined.

**CHAIR CRAWL.**—This is a physical feat particularly interesting to boys in the council ring. It also makes an excellent forfeit for a party occasion.

Use a heavy straight-back chair. The first contestant lies on the chair on his right side, facing the back of the chair. Gripping the chair in any way he desires, he attempts to crawl around the back of the chair and return to his original position without touching the



floor with any part of his body, and without leaving the reclining position.

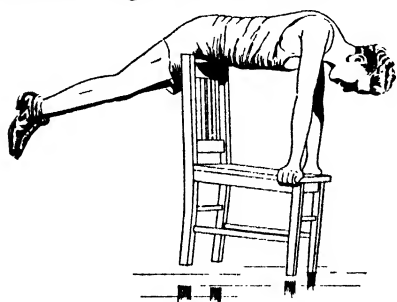
After all have tried, all those who are successful repeat the stunt until one survives.

### Chair Bouncing Race

*Indoor Council Ring, Party*

*Juniors to Adults*

Two strong straight-back chairs are needed. Place the chairs behind the starting line at one side of the council ring or room. A contestant leans over the back of each chair and grasps the sides of the seat with his hands. He lifts his feet off the floor and is thus supported on his waist and hands.



At the signal each moves forward by jerking the chair. Progress can be made more rapidly than one may think. The one wins who reaches the finish line on the far

side of the council ring or room first. Someone challenges the winner.

### Stiff Neck

*Council Ring, Party, Home*

*Juniors to Adults*

Place three chairs side by side. Have the first contestant lie on his back on the chairs so that his head rests on one end chair, his feet on the other end chair, and the weight of the body on the middle chair.

Have him fold his arms and stiffen his body, then remove the middle chair. If he remains suspended for ten seconds, he wins.

After all who desire have tried, the winners repeat but this time must remove the middle chair themselves, fold the arms for a count of ten seconds, then replace the chair.

If more than one still survive, repeat by having them remove the middle chair, pick it up, pass it over the body and replace it on the other side.

### Tumble Down Chairs

*Council Ring, Party, Home*

*Juniors to Seniors*

Place a heavy straight-back chair on the floor on its front side; that is, with the backside up. Lay a card flat on the uppermost edge of the back so that the end of the card extends over the top of the chair slightly. Put a cushion across the back legs of the chair, and place some old mattresses or pillows around the edge of the chair for protection in case of falls.

The first contestant kneels on the back of the chair (the pillow is to protect his knees), takes hold of the sides, bends forward and attempts to pick up the card with his teeth without falling off or tipping the chair forward.

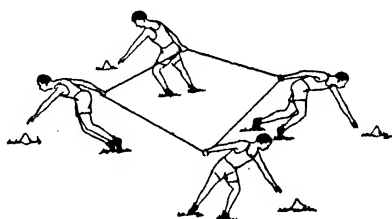
One after another try the stunt with the successful ones sitting on the floor of the council ring to one side. Then the successful ones repeat with two cards placed side by side on the chair. Increase the number of cards if necessary until a champion is determined.

### Four-way Tug

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

Tie the ends of a rope together making a rope circle about five feet in diameter. Four players grip it with one hand at four different points, and stretch it into a square. About four feet beyond the reach of each player a handkerchief is set up in wigwam fashion on the ground.

At the signal, each pulls in an effort to reach and pick up this handkerchief. The one picking up the handkerchief first wins.



**THREE-WAY TUG.**—Same as the above except that three players pull.

**VARIATION.**—Same as the above except that the players stand inside the rope with the rope placed across the back of the neck and under the arms. A slightly longer rope will be needed. Towels should be placed across the back of the neck for protection from the rope.

### Chinese Tug

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

A line is drawn on the floor and the two opponents stand one either side of it, back to back. They bend down and reach back between the legs with the right hand, grasping the other's right hand. The object is to pull the other over the line. Someone challenges the winner.

### Chinese Pull-Up

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The two opponents sit on the floor facing each other with the sides of their feet touching. A three-foot stick such as a broom handle is held between them, each grasping it with one hand near each end. At the signal, they pull, each trying to pull the other off the floor or cause him to lose his hold on the stick. Jerking is not permitted. Someone challenges the winner.

### Neck Pull

*Council Ring, Club, Gymnasium*

*Juniors to Seniors*

A line is drawn on the floor and the players stand one each side of it. They bend forward, holding the head up, and clasp each other behind the neck with both hands. They pull, attempting to pull the other over the line. Someone challenges the winner.

### Pull Over

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

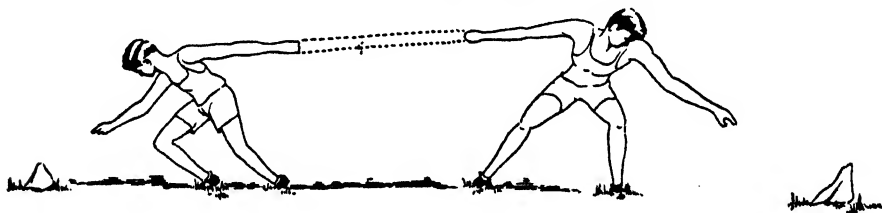
Two lines are drawn on the floor ten feet apart. The two contestants stand midway between them, back to back, and each reaches back and grasps the other by the wrists. At the signal, they attempt to pull each other over the line. Someone challenges the winner.

### Peg Pick-Up

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Adults*

This is a strength contest excellent for council ring use with larger boys. Tie the ends of a six-foot rope together and have the two con-



testants take hold of the loop and stretch it tight. Three feet beyond the reach of each of the contestants place a handkerchief on the ground in wigwam fashion. At the signal, they pull, each trying to pick up the handkerchief first. One wins if he secures the handkerchief first or if the other lets go of the rope. Someone challenges the winner.

### Candle Lighting

*Council Ring, Party, Club*

*Juniors to Adults*

This interesting contest has the drawback of being difficult and often resulting in failure, and consequently is none too successful if staged on a challenge basis. If it is conducted on a time basis, however, it is most satisfactory and amusing. Two players compete at one time.

Give each contestant a candle, one lighted and the other unlighted. They kneel facing each other. Each raises his left leg behind and holds the instep with his left hand. Thus kneeling on one knee and with the candle in the right hand, they attempt to light the unlighted

candle. If a player touches the ground with the lifted knee the pair is disqualified. Keep the players far enough apart so they must reach well out in front to bring the candles together.

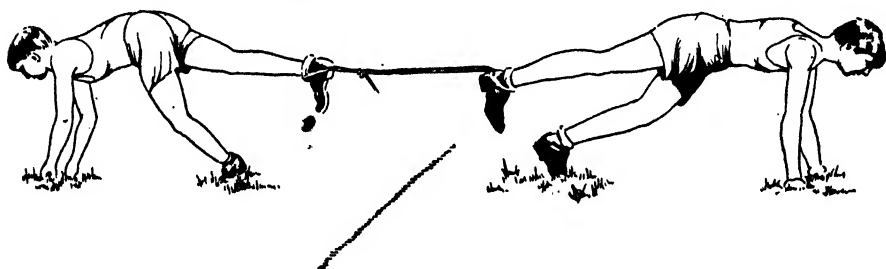
The timer times only those who succeed in lighting the candles. After all who desire have tried, the pair with the best time wins.

It is well to give each contestant a pillow on which to kneel.

### Leg Tug-of-War

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The ends of a five-foot rope are tied around the right ankles of the contestants. It is well to wrap a towel around the ankle for protection before tying the rope. The two contestants face in opposite directions and stretch the rope tight, as in the illustration. A line is drawn on



the floor midway between them. At the signal, they pull, endeavoring to drag each other over the line. Someone challenges the winner.

### Squat Tug

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The two contestants squat in a full knee bend, each holding one end of a six-foot rope. At the signal, each tries to cause the other to fall by pulling, feinting, or suddenly letting out rope. Someone challenges the winner.

**PARTNER SQUAT TUG.**—Same as the above except that two couples compete against each other. One partner stands behind the other and holds him by the waist.

### Foot-to-Foot Race

*Council Ring, Party, Playground, Gymnasium*      *Juniors to Adults*

The starting line is at one side of the council ring or room and the turning line at the other side. The two contestants stand at the starting line and at the signal each advances by placing the heel of his advancing foot against the toe of his back foot on each step. They thus cross to the turning line, turn and go back to the starting line. Someone challenges the winner.

### Hopping Tug

*Council Ring, Club, Playground, Gymnasium.* Juniors to Seniors

The two contestants stand on one foot, each holding one end of a six-foot rope. At the signal, they tug by pulling, jerking, and feinting to upset the other or cause him to put his raised foot to the floor. Someone challenges the winner.

### Bear Walk

*Council Ring, Party, Club* Juniors to Seniors

The two players race after the fashion of bears—they drop to all fours, step with the right hand and left foot, then step with the left hand and right foot. They race to the turning line on the opposite side of the council ring or room, then back to the starting line. Someone challenges the winner.

### Lame Dog Race

*Council Ring, Party, Club* Juniors to Adults

This is a three-legged race after the manner of a lame dog. The two contestants support themselves at the starting line on two hands and one leg, the other leg being held in the air behind.

They race to the turning line at the opposite side of the council ring or room, then back to the starting line. Someone challenges the winner.

### Rabbit Run

*Council Ring, Party* Juniors to Seniors

The two contestants stand on the starting line in the position of a rabbit—half squatting with palms of hands on the floor. At the signal they race to the other side of the ring and back in rabbit style.

Remember that the rabbit hops with his hind legs, lands by touching his front legs to the floor and then swinging his hind legs in front of his front legs. Someone challenges the winner.

**FROG JUMPING RACE.**—The two contestants assume a full squat on the starting line and place their hands on the floor close together between their knees. At the signal, they race by jumping like a frog—leaping forward, landing on hands, and bringing the feet up to the original position. They come to a full squat after each leap. They race across the ring or room to the turning line, then back to the starting line.

### Heel Race

*Council Ring, Party, Club* Juniors to Seniors

The two contestants run on their heels, keeping their toes off the floor throughout. They run to the turning line on the other side of the council ring or room, then back to finish at the starting line. Someone challenges the winner.

### Backward All-Fours Race

*Council Ring, Party, Club*

*Juniors to Seniors*

The two contestants take a position on hands and feet with their backs to the turning line. At the signal, they race backwards on all fours to the turning line on the other side of the council ring, turn and race backwards to the starting line to finish. Someone challenges the winner.

### Crawling Race

*Council Ring, Party, Club*

*Juniors, Intermediates*

The two contestants crawl on hands and knees to the turning line on the opposite side of the council ring or room, then back to the starting line. Anyone raising from his knees to his toes is eliminated. Someone challenges the winner.

### Eskimo Race

*Council Ring, Club, Party*

*Juniors to Seniors*

The two contestants stand behind the starting line with feet together and knees stiff. At the signal, they race by springing with the toes, keeping the knees absolutely rigid. They race across the council ring or room to the finish line on the other side. Someone challenges the winner.

### Bear Gallop

*Council Ring, Club*

*Juniors to Seniors*

If you have never noticed how a bear gallops, the method is thus: squat with feet together and knees spread, and place the hands on the floor outside the knees; leap forward with both hands and feet, land on the feet and put the hands down outside the feet.

The two contestants race in this bear fashion across the council ring and back to the starting line. Someone challenges the winner.

### Heel Hold Race

*Council Ring, Club, Party*

*Juniors to Seniors*

Each of the two contestants bends down and grasps his left heel with his left hand and his right heel with his right hand. At the signal, they race across the council ring or room to the turning line, then back to the starting line. Someone challenges the winner.

### Toe Hold Race

*Council Ring, Club, Party*

*Juniors to Seniors*

Each of the two contestants bends down and grasps the left toe with the left hand and the right toe with the right hand. The toes are turned up to make room for the fingers. At the signal, they run in this position across the council ring or room to the turning line, then back to the starting line. Someone challenges the winner.

**CRISS-CROSS TOE-HOLD RACE.**—Each of the two racers bends down and grasps the right toe with the left hand, and the left toe with the right hand. They race in this position across the council ring or room to the finish line on the other side.

### Bottle Filling Contest

*Council Ring, Club, Picnic*

*Juniors to Adults*

Give each contestant a tin cup and set a bucket of water beside him on the starting line. About twenty feet in front of him set a pop bottle on the ground. At the signal, each contestant dips water from the bucket, runs to the bottle, and pours in the water. The one wins whose bottle is filled first.

### Stilt Race<sup>4</sup>

*Council Ring*

*Juniors to Seniors*

Stilt races are very acceptable in the council ring even though the players may not be proficient on stilts—the more upsets there are, the better the event goes over.

Two pairs of stilts are needed with foot rests twelve inches from the ground. The foot straps are not used. The two contestants mount the stilts at the signal, and race across the council ring to the turning line, then back to the starting line. Someone challenges the winner.

### Button Sewing Contest

*Party, Picnic, Council Ring*

*Adults*

The players compete in pairs, men and women. The man stands at one side of the room holding the needle, and the woman at the other side holding the thread and button. At the signal, the woman runs to the man and, while the man holds the needle, she threads it and then sews a button on the coat or shirt of the man. The pair finishing first wins.

### Needle Threading Race

*Council Ring, Party, Club*

*Juniors to Adults—Girls*

Establish two lines twenty feet apart. The contestants compete in pairs. Partner Number 1 stands behind one line and partner Number 2 behind the other. The Number 1's each hold a piece of thread and the Number 2's each hold a needle. At the signal the Number 1's run to the opposite line and thread the needles, using one hand only, the needle being held up in one hand by the Number 2's. Having threaded the needles on or behind the opposite line, the Number 1's run back to the starting line. The player wins who returns first with the threaded needle.

<sup>4</sup> For a complete description of the various stilt races see *Active Games and Contests*.

### Candy Tug-of-War

*Parties*

*Juniors to Adults*

Tie two ten-foot strings to the middle of a small bar of candy. Two players only compete. Each takes the end of one of the strings between his teeth and stands on opposite sides of the candy with the strings drawn tight. At the signal they try to get to the candy by drawing the string into their mouths. The string may not be touched with the hands. The one getting his teeth on the candy first can have it.

Do not attempt this on a challenge basis. It will not hold the interest of the spectators if repeated more than once.

### Live Frog Jumping Contest

*Summer Camp, Picnic*

*Juniors, Intermediates*

Campers in summer camps enjoy few things more than securing and training frogs and jumping them in frog-jumping contests. The publicity given to the annual revivals of the frog-jumping contests of the old-time West probably increases the interest in these events.

Each camper secures his own frogs and selects from them his entry. Each gives his entry a name, such as "Mr. Wimpy, owned by Joe Meiers." In camp the event is best conducted as an event in an indoor council where the spectators are gathered around the circle and a smooth floor is available.

Draw a jumping line. Each owner of a frog places him on the line when his turn comes, and pokes him with a stick, thus causing him to jump. Each frog is given three jumps. The frog jumping the farthest wins.

### Live Turtle Race

*Summer Camp, Picnic*

*Juniors, Intermediates*

This is particularly popular in summer camps for boys and girls. Each camper secures his own turtles, names them, and enters them. The event is best conducted with the starting line about thirty feet from the lake and the finish line on the water's edge.

The turtles are lined up on the starting line and held by their owners until the signal is given. At the signal the turtles are released and the one wins that first reaches the finish line. If a turtle is stubborn and pulls in his neck and legs and refuses to move, that is the owner's hard luck.

### Best Coat of Tan

*Summer Camp, Picnic*

*Juniors to Adults*

This is a good contest for a picnic, and most certainly should be on the program of an all-summer camp, staged a day or two before the campers go home. The campers line up in trunks or stripped to the waist, and the judges examine them to pick the best coat of tan. Since some are naturally dark-complexioned, the judges should pull



down the trunks far enough so that they can compare the tanned with the untanned parts.

While the judging is merely an opinion or estimation and cannot be accurately done, the campers like the contest and it serves to encourage them to get out in the sun without shirts.

#### COUNCIL RING CONTESTS IN OTHER CHAPTERS

Lucky Spot.

Scrambles.

Guessing Contests.

Potato Jab.

Cards in the Hat.

Spike Driving Contest.

Nail Driving Contest.

Soda Straw Contest.

Human Wheelbarrow Race.

One Leg Potato Peel.

## CHAPTER XV

### COMBATIVE GAMES

THE two previous chapters present the contests usable in the council ring and in groups where dual contests are wanted. This chapter presents the combats or fighting types of games which are used in similar situations.

As in the foregoing chapter, there are a few games described in the pages that follow which are also described in *Active Games and Contests*. As previously stated, this is done in an effort to supply to leaders in one collection, all the games and contests useful in the council ring.

#### • Hat Boxing

*Council Ring, Party, Playground, Gymnasium Juniors to Adults*

This is one of the best loved and most exciting of the dual contests. It is without a peer in the council ring, either for boys or girls, and is one of those swift-moving, thrilling events ideal for the closing spot on the program.

Two farmer's straw hats are needed. The two contestants place the hats on their heads but are not permitted to jam them down on their heads so that they are difficult to knock off. They box with open hands attempting to knock each other's hat off. They are not permitted to touch their own hat either to restore it if partially knocked off, or to shove it down to a more secure position.

The one wins who knocks the other's hat off provided his own hat is still on his head. If both go off at once, as is often the case, the bout is played over. Someone challenges the winner.

#### Balloon Busting

*Indoor Council Ring, Club, Picnic Juniors to Adults*

Balloon Busting ranks at the top of the dual combats for boys, particularly for the council ring. It is without an equal among the council-ring games in its appeal to spectators. It is a fighting, noisy game excellent for the closing spot.

Tie a large toy balloon to the left ankle of each of the two contestants. They stand at opposite sides of the council ring or room and at the signal attack each other in an effort to break the other's balloon and at the same time to protect their own. All tactics are fair except unnecessary roughness. Someone challenges the winner.

Enough balloons for all should be inflated and tied with long string before the event starts in order to prevent delay. Before two contestants start to fight, ask for a challenger to take on the winner. While the two are fighting have someone tie the balloon on the challenger's ankle. However excellent a game may be, it is unsatisfactory as a council-ring event if it necessitates delay between the matches.

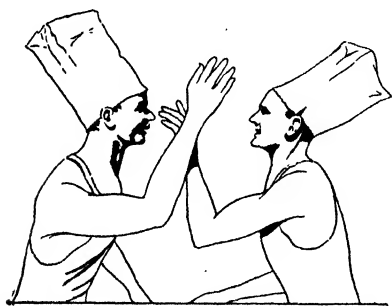
The balloons should be tied with heavy cord which will not break from the ankle before the balloon is bursted.

**VARIATION.**—Tie the balloon to the left wrist of the contestant. This is less satisfactory than the above method because the left hand is of necessity kept out of the play and the fighting is slowed up. The fighters tend to stay on their feet, while in the ankle method they take to the floor immediately and fight strenuously.

### Chef's Hat Boxing

*Council Ring, Club, Party, Picnic, Playground*      *Juniors to Adults*

Secure a number of new and unused paper bags just large enough to fit rather loosely over the average person's head. Place a bag on the head of each of the two boxers, extending down to his ears. At the signal, they box with open hands attempting to knock the other's hat off. They are not permitted to touch their own hats. Someone challenges the winner.



**FREE-FOR-ALL CHEF'S HAT BOXING.**—Put several in the ring at once, each wearing a bag on his head. The survivor wins. Use at least two referees.

**CHEF'S HAT SWATTING.**—Each boxer wears a bag on his head and holds a swatter made of a rolled newspaper. They attempt to knock the other's bag off with the swatter.

### Balloon Boxing

*Council Ring, Club, Picnic, Playground*      *Juniors to Adults*

This is a particularly colorful and entertaining stunt, the chief value of which is the entertainment furnished the spectator. For a humorous and picturesque novelty in a council fire, athletic program, field day, or stunt night, it has few equals.

Thirty small round balloons are needed. Inflate the balloons and tie each with the end of a twelve-inch string, leaving the other end hanging. Two pieces of heavy twine are now needed, forty inches long. Tie fifteen of the balloons to the middle of each of these pieces





of heavy twine, with the ends of the strings attached to the balloons, allowing the balloons to hang down ten or twelve inches. Tie the twines around the waist of each of the boxers, thus covering them in front with balloons.

With boxing gloves on, they box to break all of their opponent's balloons. Clinching is not permitted—that ends the game in just a few seconds. The balloons must be punched out.

The tendency of the boxers is to forget about defending their own balloons and to wade in to destroy the opponent's. They should be coached carefully beforehand to box and not to wrestle or clinch. Since the main purpose is entertainment, the event should not end too quickly and should be staged with plenty of action in boxing, dancing about, and seeking advantage.

While any number of balloons may be used, fifteen on each string is recommended in that a greater number bind and are destroyed much more rapidly than the smaller number.

VARIATION.—Use one balloon only on each boxer, tied at his waist in front. This leads to much more careful boxing than if many balloons are used.

### **Balloon Battle Royal**

*Council Ring, Club, Picnic, Playground*      *Juniors to Adults*

This event is a riot in the council ring. Tie one balloon to the waist of each of six or eight players, the balloon being placed in front. At the signal, they all go after each other and the survivor wins. As soon as a player's balloon is broken, he withdraws.

Have one group after another compete until all who desire have entered. Then bring the winners together to determine the champion.

### **Breaking the Balloon**

*Council Ring, Party*      *Juniors to Intermediates*

Station the players on opposite sides of the council ring or room. Toss a balloon in the air and at the same time give the starting signal. The two rush for the balloon and attempt to break it. The one breaking it wins. Two referees will be needed, for it is often difficult for one referee to determine which really broke the balloon. Someone challenges the winner.

### **Cats on the Fence**

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Adults*

A piece of two-by-four lumber six feet long is needed. Place it broad side up between two chairs. The two players stand facing each other on the two-by-four with feet lengthwise to the board, toe of back foot touching heel of front foot. They attempt to put each other off by slapping with the right hand any place on the opponent's right arm.

Hitting the opponent any other place is a foul and awards the match to the opponent. A player wins if he is still on the stick when his rival hits the ground. Someone challenges the winner.<sup>1</sup>

**SLAP HAND.**—Same as the above except that the players stand on a crack in the floor or on a line.

### Pillow Fighting

This ever-popular favorite of boys in camp is described in detail as to equipment and rules in *Active Games and Contests*.

Pole Boxing is also described in connection with Pillow Fighting.

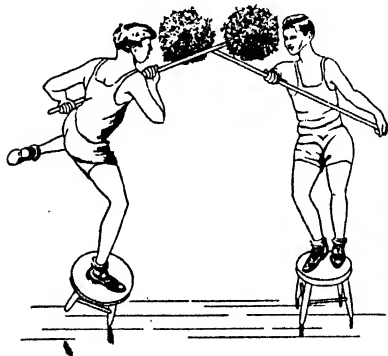
### Tilting

The detailed rules of this excellent game are given in *Active Games and Contests*. It is unexcelled as an active combat for council ring, club, camp, or picnic.

#### Parlor Tilting

##### *Council Ring, Party*

This is a comic variation of Tilting, less strenuous and combative than Tilting proper and hence suitable both for party and council-ring use.



##### *Juniors to Adults*

The two contestants stand on stools, each holding an ordinary dust mop. The stools should be just far enough apart so that the players can touch each other easily with their mops. At the signal they try to put each other off the stool.

The following are fouls and give the match to the opponent: (1) closing the hand on the opponent's mop handle, (2) hitting the opponent above the neck or below the knees, or hitting his stool, (3) dropping the mop.

### Thunder Clap

##### *Council Ring, Party, Club*

##### *Juniors to Adults*

This simple little game invariably amuses the spectators and consequently it is a popular council-ring event. Player Number 1, the slapper, stands with arms extended in front at the level of the waist, about the width of his body apart and with palms toward each other. Number 2 stands facing Number 1 with his head above the out-

<sup>1</sup> The idea for this event was taken from E. T. Seton *The Birch Bark Roll of Woodcraft*, p. 32. Copyright, 1931. By permission of A. S. Barnes and Company, publishers.

stretched hands. Choosing his own time, Number 2 ducks down and up between the hands while Number 1 tries to slap his face by bringing his hands together. Curiously enough the slapper, much to the amusement of the spectators, seldom hits his mark. After three attempts they reverse their relative positions for three more attempts.

Player Number 1 scores one point each time he slaps Number 2's face. Number 2 scores one point each time he ducks down and up without being hit, and when by feinting he causes Number 1 to slap his hands together when he did not actually duck between them. The player wins who has the highest score in the six attempts. Someone challenges the winner.

### Hand Slapping

*Council Ring, Party, Club*

*Juniors to Adults*

This delightful little event is popular with all ages as a council ring game. While the two contestants are competing the crowd enjoys watching and someone is always eager to challenge the winner.

A stick ten inches long and as large as one's middle finger is needed. Player Number 1 holds out his right hand, palm up, with fingers and thumb together. Place the stick on the hand with the end extended a few inches beyond the finger tips. He must keep his palm flat and not close his hand on it. Number 2 faces Number 1, and has three attempts to grab the stick and strike the hand with it before Number 1 can withdraw his hand. Considerable strategy is needed to strike the hand successfully. One point is scored by the player doing the striking (1) when he strikes the hand, and (2) when he succeeds in causing the other to withdraw his hand and drop the stick. One point is scored by the player holding out his hand each time he succeeds in withdrawing his hand without being struck.



After the three attempts they reverse their positions. The player wins who has the highest score in the six attempts. Someone challenges the winner.

### Underhand Slap

*Council Ring, Party, Club*

*Juniors to Adults*

The two players stand facing each other. One holds out both hands side by side with the palms up, and the other places his hands on the first player's with the palms down. The player with the hands underneath attempts to withdraw them quickly and strike the backs of the opponent's hands before he can withdraw them. He has three



attempts and then they reverse their positions for three more attempts. Two points are scored for striking both hands and one point for striking one. The player with hands above scores two points for successfully withdrawing both hands and one point for withdrawing one. The player wins who scores the most points on the six attempts. Some-one challenges the winner.

### Ear Hand Slap

*Council Ring, Club, Party*

*Juniors to Adults*

The two contestants stand facing each other. Number 1 stands erect and grasps the lobes of his ears. Number 2 holds his hands out in front at waist level, palms up. Choosing his own time, Number 1 releases his ears and attempts to hit Number 2's hands before he can withdraw them. Number 1 has three attempts and then they reverse positions and Number 2 has three attempts.

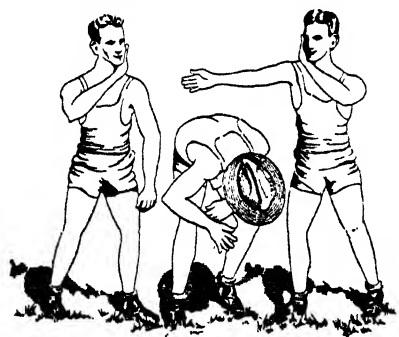
Each time the aggressor hits the other's hands, he scores one point, and each time the defender withdraws his hands in time he scores one point. The one wins who scores the most points in the six attempts.

### Buzzing the Bees

*Council Ring, Party, Club*

*Juniors to Seniors*

This interesting event is much enjoyed by the spectators. Three players stand in a rank with legs spread somewhat and inside feet touching. The middle player wears a hat and is the buzzer; he competes against the two outside players who are the bees. Each bee reaches across with his *outside* hand and holds it over his inside ear with the palm toward the buzzer.



The buzzer buzzes first in the ear of one bee and then in the ear of the other. Suddenly he slaps the palm of one of the bees and

quickly ducks his head. As soon as he is struck the bee attempts to knock off the buzzer's hat. In doing so he must not take either foot from the floor or withdraw his hand from his ear, and is allowed only one swing at the hat.

If the bee knocks the hat off legally he scores three points. Each bee also receives one point if the buzzer moves his feet in dodging. The buzzer scores one point each time a bee fails to knock his hat off, or moves a foot or takes his hand from his ear in striking, or strikes him without being slapped. The player wins who receives six points first.

Much to the amusement of the spectators the buzzer takes many unexpected blows from the over-anxious bees.

### Ring Wrestle

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

Draw an eight-foot circle on the ground. The two contestants standing in the ring attempt to throw each other out. When any part of a player's body is out of the circle, he is considered as out. Unnecessary roughness and striking the opponent are barred but aside from these, all tactics are fair. Someone challenges the winner.

**FREE-FOR-ALL RING WRESTLE.**—Same as above except that six or eight compete at once in a ten-foot circle. One group after another competes and then the winners are brought together.

### Cock Fight

*(One Legged Chicken Fight)*

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

The two contestants raise the left foot behind and grasp it with the left hand. The right arm is free but must be kept close in to the side and not used to shove, strike, or pull the opponent. At the signal, the two charge and shove each other, attempting to upset the other or cause him to drop his foot to the floor. Someone challenges the winner.

This event is sometimes played in a six-foot circle. This offers an additional hazard—that of elimination by being shoved out of the circle.

Some leaders cause the players to put both hands on the foot raised behind. This is a matter of preference, but most players prefer the method described above.

**FREE-FOR-ALL COCK FIGHT.**—Eight or ten players stand in the council ring, each assuming the position described above. At the signal, they all attack each other, and the one standing when all others are down wins. Continue to have groups of eight or ten compete until all who desire have entered. Then bring the winners together to decide the championship. Two referees should be used.



### Cock Fight on Stilts

*Council Ring, Club, Playground, Yard*

*Juniors to Seniors*

This event is interesting for boys used to walking on stilts. A six-foot circle is drawn on the floor, and the two pairs of stilts are laid

on the floor with the stirrup ends extending into the circle. The stilts do not have foot straps. At the signal, the two players mount the stilts, and as soon as mounted attempt to shoulder the other out of the circle or cause him to step off the stilts to the floor. Someone challenges the winner.

### Shoulder Shove

*Council Ring, Club, Playground, Yard*

*Juniors to Seniors*

This is an event for girls corresponding with the Cock Fight which is used by boys. Draw a six-foot circle on the floor. The two contestants stand in the circle with arms folded and left feet raised behind. At the signal, they shove each other, attempting to put the other out of the circle or cause her to drop her foot. Someone challenges the winner.

### Cane Fight

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

While this rough game is much enjoyed by boys, it should not be used in an outdoor council ring with a fire in the center, nor any place where the surface is hard unless mats are provided. The two players each take hold of a three-foot length of broomstick. The object is to take the stick away from the other, causing him to release both hands. The player who gets the stick is the winner.

### Tire Wrestling

*Council Ring, Club, Picnic, Playground*

*Juniors to Seniors*

This is an excellent game for boys in the council ring or at a club meeting. Place two old automobile tires on the ground side by side and touching each other. The two contestants stand in the tires and at the signal wrestle to throw each other out of his tire. When a player falls or steps out of his tire he loses, provided his opponent remains on his feet inside his tire. Striking and unnecessary roughness are barred, but further than this, all tactics are fair. The winner is challenged by someone else.



### Kangaroo Fight

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

Each of the two contestants places a cardboard about a foot square, or a folded newspaper between his ankles and keeps it there by pres-

sure of his legs. At the signal, they hobble toward each other, arms folded, and attempt to buck or shove the other over or cause him to let the cardboard fall from between his legs. Someone challenges the winner.

### Hanker Fight

*Council Ring, Club, Playground*

*Juniors to Seniors*

This is a particular favorite with boys. Each player inserts his handkerchief in his hip pocket so that it extends out about two inches. If they have no hip pocket, the handkerchief is stuck inside the shorts or trousers behind.

At the signal, each attempts to pull out the other's handkerchief and protect his own. All tactics are fair except unnecessary roughness. Someone challenges the winner.

### Ball Fight

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The two contestants place both hands on a basketball or soccer ball held about chest high. The object is to take the ball away from the other. Unnecessary roughness is prohibited, but otherwise all tactics are fair. The one getting the ball wins, and is challenged by someone else.

### Wand Wrestling

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The two contestants stand facing each other, each placing both hands on a wand or broomstick about three feet long. They place their feet so as to give them a firm stance. At the signal, each tries to throw the other, or cause him to move a foot or lose hold of the stick. Someone else challenges the winner.

### Poison Fight

*Council Ring, Club*

*Juniors to Seniors*

Place a milk bottle or Indian club on the floor. The two opponents stand facing each other with the milk bottle between them, and place their hands on each other's shoulders. The idea is to cause the other to upset the milk bottle by pushing, pulling, throwing him and tricking him so that he steps into it. Someone challenges the winner.

### Peg Fight

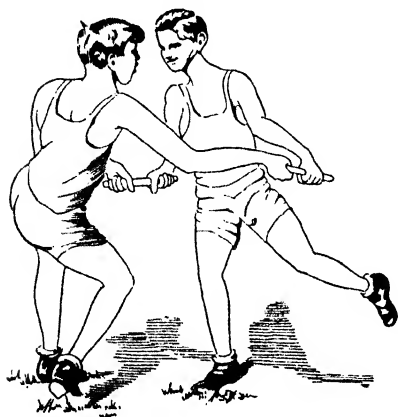
*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The Peg Fight is much more satisfactory than the Cane Fight in that it is less rough and dangerous, and is terminated more quickly and therefore holds the spectators' interest better. A stick one foot long is needed, cut from a broomstick, with the sharp ends whittled or filed off.

The two contestants each take hold of the stick with one hand, and at the signal try to take it away from each other. The free hand may not touch the stick.

Someone immediately challenges the winner, but if the event proves too strenuous, it is well to conduct several matches between players who challenge each other, and have the winners sit on one side until all who desire have tried. Then the winners are paired against each other and by elimination a champion is determined.



**DOUBLE PEG FIGHT.**—Two sticks as described above are used. The two players each take hold of the sticks, one hand on each stick. When a player loses one stick he is not permitted to use his free hand

to help retain the other stick. If each player wins one stick a tie is declared, and is played off using one stick only.

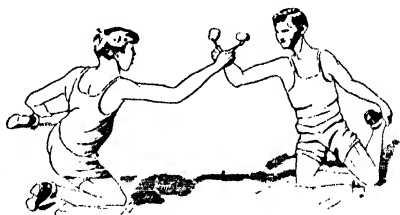
### Potato Jousting

*Council Ring, Party, Club*

*Juniors to Seniors*

Each contestant needs a table fork and a potato. They stick the potato on the fork. They kneel on the floor facing each other, far enough apart so that they must reach well to the front to reach the fork of the other. Each raises his left leg behind and holds the instep with his left hand.

Thus kneeling on one knee, they attempt to knock the other's potato off his fork. The only method one has to accomplish this is to manipulate his own fork against that of his opponent. Since both forks have potatoes on the end, there is no danger in their use. A player wins when he knocks the other's potato off, or when his opponent touches the floor with any part of his body except the right leg three times in succession.



It is well to provide pillows on which the contestants kneel.

### Dragon's Mouth

*Indoor Council Ring, Club, Gymnasium*

*Juniors to Seniors*

Draw a circle four or five feet in diameter in the center of the ring—this is the "dragon's mouth." The two opponents stand three

feet to one side of it and at the signal attack each other with a view to throwing the other into the "dragon's mouth." When any part of a player's body crosses the line, the player is captured by the dragon. Any tactics may be used, barring unnecessary roughness, but obviously the player must be pushed or thrown in, rather than pulled. Someone takes on the winner.

### Snatch and Swat

*Indoor Council Ring, Club*

*Juniors to Seniors*

Knot a towel on one end and place it in the center of the ring. The two contestants stand on opposite sides of the ring and at the signal, rush for the towel. The one getting it swats the other back to the side of the ring. If both get the towel, they fight for it. To win, a player must secure the towel and swat the other at least once before he reaches the side; otherwise a tie is declared and they repeat. Someone challenges the winner.

### Potato Fight

*Council Ring, Club, Party*

*Juniors to Adults*

Each player holds a tablespoon containing a potato in his left hand. At the signal each tries to knock the potato out of the other player's spoon by any tactics he chooses. Holding the spoon well out to the rear, they approach each other, each using his free hand to strike the opponent's arm or defend his own potato. The one loses who drops his potato first. Someone challenges the winner.

### Cane Fight for Handkerchief

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

Place a handkerchief on the ground in wigwam shape. The two contestants stand a few feet to one side, each gripping the end of a three-foot section of broomstick. At the signal, each tries to pick up the handkerchief and prevent the other from doing so. The one wins who secures the handkerchief or causes the other to let go of the stick. Someone challenges the winner.

### Catch and Pull Tug of War

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

A line is drawn across the floor and the two contestants stand one each side of it. At the signal, each reaches over the line, grabs the other, and attempts to pull him across the line. If they are overly cautious and fail to grasp each other inside of ten seconds, the leader should stop them, have them grasp each other's right hand, and then restart the match. Someone challenges the winner.

### Cane Push and Pull

*Council Ring, Club, Playground, Gymnasium*                      *Juniors to Seniors*

Two two-foot sections of broomstick are needed. Two lines six feet apart are drawn on the floor. The two contestants stand midway between them, each holding the ends of the two broomsticks, one in each hand. At the signal, they try to put the other over either one of the lines by pushing or pulling. No jerking or twisting is permitted, but if a player lets go of a stick during legal pulling, he loses. Someone challenges the winner.

### Indian Wrestle

*(Leg Wrestle)*

*Council Ring, Club, Playground, Gymnasium*                      *Juniors to Seniors*

The two opponents lie on the floor with feet in opposite directions, bodies close together, and arms locked at the elbows. The leader counts three slowly—on "One" the players raise their inside legs vertically; on "Two" they lower them to the floor; on "Three" they lift them again and attempt to hook the opponent's leg near the foot with the heel and roll him over backward. Two out of three tries are given, and someone else challenges the winner.

### Hand Wrestle

*Council Ring, Club, Playground, Gymnasium*                      *Juniors to Seniors*

The two opponents stand with right hands firmly grasped and right feet braced against each other, the left foot being placed well to the rear to secure as firm a stance as possible. At the signal, they try to throw each other. The one wins who causes the other to move a foot or touch any part of his body to the ground except the feet. Someone challenges the winner.

### Stool Cane Fight

Two stools are placed three feet apart. A player stands on each stool, each holding one end of a broomstick. At the signal, each attempts to put the other off the stool by pulling and pushing with the stick. A player wins if he is still on the stool when his opponent hits the floor, or if his opponent lets go of the stick. Someone challenges the winner.

### Bench Push Off

*Council Ring, Club, Gymnasium*                                      *Juniors to Seniors*

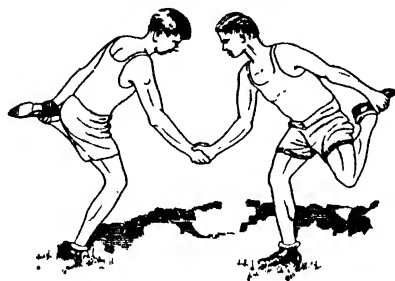
A bench is placed in the council ring or room and mattresses or mats are placed either side of it. The two players stand facing each other on the bench, both holding onto a two-foot broomstick, with

hands alternating. The broomstick is thus crosswise of the bench. The object is to push the other off the bench with the stick. A player wins if he is still on the bench when the other hits the floor. Someone challenges the winner.

### One Legged Hand Wrestle

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

Each of the two players raises his left leg behind and holds it with his left hand. They then grasp each other's right hand firmly. The object is to throw the opponent; that is, cause him to touch the ground



with any part of his body except his supporting foot. He also loses if he releases his raised leg. Someone challenges the winner.

### Hop Fight

*Council Ring, Club, Playground, Gymnasium*      *Juniors to Seniors*

A circle eight feet in diameter is drawn on the floor in which the two contestants stand. They fold arms and raise one leg in front



as in the illustration. At the signal, they attempt to upset each other, or force the other from the circle *by use of the lifted leg only*, pushing, hooking, or lifting with it, but refraining from kicking or contacting



the other with any other part of the body. The winner is challenged by someone else.

### **Arm Lock Wrestle**

*Council Ring, Club, Gymnasium*

*Juniors to Seniors*

This is one of those strength tests which boys like occasionally. The opponents should be of about equal strength. The two opponents sit on the floor back to back. They spread their legs widely and lock their arms at the elbows. At the signal each bends to his left trying to force the other to the floor so as to cause his right shoulder or hand to touch. They are thus pulling in opposite directions. Someone challenges the winner.

### **Crab Fight**

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

The two contestants take the usual crab position by sitting on the floor, facing opposite directions, placing their hands on the floor behind them, and raising their buttocks from the floor. At the signal, they buck and shove each other with the shoulders, attempting to cause the other to fall to the floor. The one loses whose buttocks first touch the floor. Someone challenges the winner.

### **Snatching the Hat**

*Council Ring, Club, Party*

*Juniors to Seniors*

A hat or handkerchief is placed on the floor and the two contestants stand either side of it and lean over it. Each places both hands on his opponent's shoulders.

The object is to snatch the hat with the left hand and get away with it before being slapped on the back by the other player. Either may snatch the hat at any moment he thinks he can get away with it.

Two out of three trials determine the winner and someone else then challenges him.

### **Swatter Boxing**

*Council Ring, Club, Picnic, Gymnasium*

*Juniors to Seniors*

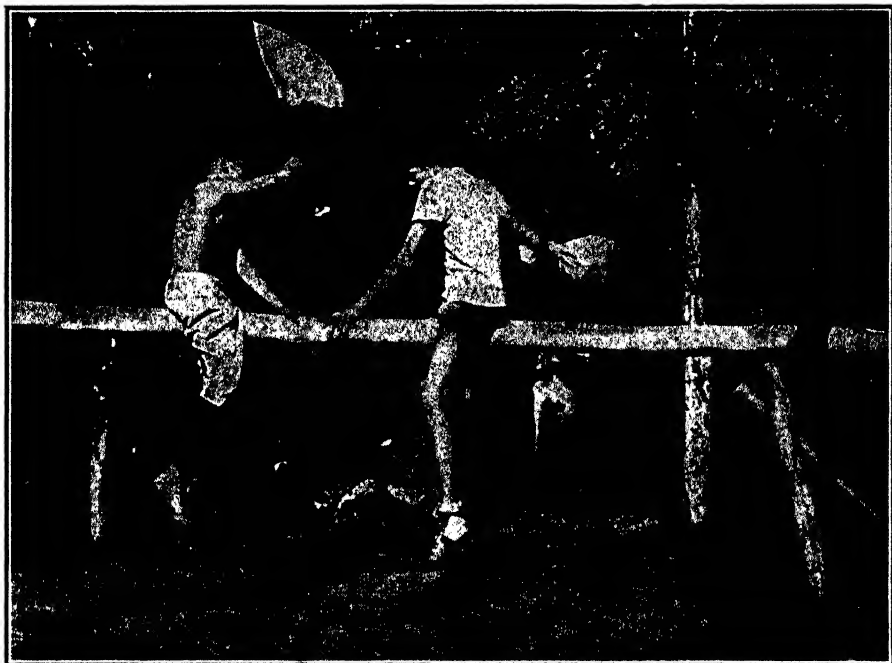
Make four swatters by rolling four newspapers and tying them with a string. Do not use too heavy a swatter because a blow from a heavy rolled newspaper may sting severely. The two contestants each take a swatter in each hand. At the signal, they box by swatting each other. Two one-minute rounds constitute a bout. The judges award the decision based on aggressiveness and blows struck.

### **Box and Swat**

*Council Ring, Club, Playground, Gymnasium*

*Juniors to Seniors*

This event serves better as a novelty staged for entertainment than as a contest run on the challenge basis to determine a champion.





Each of the two contestants wears a boxing glove on the left hand and holds a swatter made of a rolled newspaper in the right hand. They box and swat each other. The rounds last two minutes, and judges pick the winner.

### Barrel Boxing

*Council Ring and Club*

*Juniors to Seniors*

Two barrels are needed, large enough to come up at least to the hips of the contestants. They are placed touching each other, open ends up. The two contestants stand inside the barrels with boxing gloves on and attempt, by boxing, to upset each other. Appoint seconds, whose duty it is to keep the boxers in range if the barrels move, and to catch the boxers and ease the fall if they are knocked over. Mats or mattresses should be placed behind the barrels. Someone challenges the winner.



VARIATION.—This game may be played with barrels having neither top or bottom. The boxers pull up the barrel so that they have an opportunity to move about somewhat.

SACK BOXING.—Each of the two boxers stands in a burlap sack pulled up to his waist and tied. The procedure is as in Barrel Boxing. It is well to ask for a challenger to take on the winner before the fight starts, so that he can get into his sack and be ready. This prevents a delay which is always unsatisfactory.

### Corn Raiser

*Council Ring, Club, Gymnasium*

*Juniors to Seniors*

Two players stand facing each other, and attempt to step on each other's toes. The hands may not be used on the opponent. The player who first steps on the other's toe wins. Someone challenges the winner.

### Blindfold Swatter Boxing

*Council Ring, Club, Gymnasium*

*Juniors to Seniors*

Blindfolded boxing is an old activity and a favorite one among the spectators, but it carries such a large element of danger that it should be discouraged. Being blindfolded and unable to defend himself, a boxer may be seriously injured.

Substituting swatters or pillows for boxing gloves, however, makes an acceptable and funny event. The swatters are made from rolled newspapers. The two blinded opponents with a swatter in each hand

stand a few feet apart, and at the signal attempt to find and swat each other.

**BLINDFOLD PILLOW FIGHT.**—This event provides comedy rather than competition. The two blindfolded opponents are stationed six feet apart, each holding a pillow. At the signal they go at each other. Judges watch the two-minute bout, and award the decision to the one that landed the most blows.

### Broncho Busting

*Council Ring, Club, Gymnasium*

*Juniors, Intermediates*

This game is played with zest by those who are familiar with its strategy. Novices find the bucking broncho much too difficult to ride.



The two players should be of approximately the same weight. The broncho bends forward and places his hands on his knees. The rider sits on the broncho's back with hands on his shoulders and legs clamped behind his thighs (not around his body). At the signal the broncho tries to buck the rider off. The rider is defeated if any part of his body touches the floor or if he wraps his legs around the broncho's body. Should the broncho fall the decision goes to the rider. The broncho is not permitted to take his hands off his knees in bucking.

The contestants alternate as broncho and rider, and the one staying on the longest wins. Use a watch to time the event. If a rider stays on sixty seconds the match is stopped and the positions reversed. If both stay on sixty seconds, a situation which will rarely occur, they compete over again.

### Smudge Boxing

*Council Ring, Club, Stunt Night*

*Juniors to Adults*

This is a humorous novelty rather than a competitive event run on a challenge basis. Each boxer, stripped to the waist, wears a pair of old boxing gloves blackened with lamp black or powdered charcoal. They box to blacken each other's faces. The bout is three minutes long and the one loses whose face is the blackest.

### Duck Fight

*Council Ring, Club, Playground, Gymnasium Juniors, Intermediates*

A six-foot circle is drawn on the floor in which the two contestants squat, each with a three-foot broomstick behind his knees. Each reaches under the broomstick with his arms and clasps his hands in front of his legs. They attempt to upset each other or force each other from the circle by shoving and shouldering. Someone challenges the winner.

### Sparrow Fight

*Council Ring, Club, Playground, Gymnasium Juniors to Seniors*

Draw a six-foot circle on the floor in which the two players stand. They bend down and grasp their ankles with their hands. At the signal, they attempt to upset each other or butt or shoulder the other from the circle. If a player lets go of his ankles, he loses. Someone challenges the winner.

### Are You There, Mike?

*Party, Club, Council Ring Juniors to Adults*

This stunt is designed for the amusement of the spectators. Two players are blindfolded and kneel on the floor facing each other. They grasp each other's left hands, with left arms outstretched. Each is given a tightly rolled newspaper which he holds in his right hand. Number 1 says "Are you there, Mike?" Number 2 answers "Yes" and ducks, whereupon Number 1 swings heavily at the spot from which the voice came. Then Number 2 asks "Are you there, Mike?" and repeats. Only one blow is permitted each time and the players may dodge and duck at will. The wildly struck blows furnish much amusement to the spectators.

After the contest has progressed for a few moments, the leader may quietly slip off the blindfold from one without the other knowing it and allow the play to go on.

### Where Are You, Mike?

*Council Ring, Party, Club Juniors to Adults*

This is on the order of Are You There, Mike? (page 291), but is conducted on a challenge basis for council rings and parties. Blindfold the two contestants, have them stand and join left hands. Give each a rolled newspaper in his right hand. The leader holds his watch. Appoint a judge for each player.

Player Number 1 says "Where are you, Mike?" Number 2 says "Here," and ducks when Number 1 swings at him. Then Number 2 asks the question. Continue for thirty seconds and the one who lands the most blows on the other's *head* wins. Body blows do not count.

Before each match starts ask for a challenger to take on the winner and have him blindfolded while the match is going on. Continue until there are no more challengers and a champion is decided.

The leader must encourage the players constantly to play strenuously and caution them not to speak or swing out of turn.

### Rattlesnake

*Indoor Council Ring, Club, Party*

*Juniors to Seniors*

This is on the order of *Where Are You, Mike?* (page 291). It is a very satisfactory indoor council-ring game. When it is used at a party arrange the spectators in a circle about twenty feet in diameter. Blindfold the two contestants; give one a rolled newspaper for a swatter which he holds in the right hand, and the other a small tin can containing pebbles. Stand the players on opposite sides of the ring.

Player Number 1 says "Rattle" and the other shakes his tin can. Number 1 then rushes at him and swings at him. After rattling, Number 2 may move in any direction he chooses. Number 1 continues to command Number 2 to rattle until he succeeds in hitting him squarely. Then Number 2 takes the swatter and has his chance to hit Number 1. The one "killing the rattler" in the shortest time wins. Glancing blows do not count—only solid swats.

*Variation.*—The above event may be turned into real comedy with slight variation. Each boxer is given a rattle which he holds in his left hand and a swatter which he carries in his right hand. They are instructed that they must shake their rattles at least every ten seconds. Both go after each other at the same time, getting their bearings from the sound of the rattles. However, the leader also carries a rattle, and shakes it every now and then. Both boxers are thus confused, and rush and swing wildly at the leader, who ducks aside and rattles from the other side of the ring.

PART III

*SCOUTING, WOODCRAFT, PICNIC, AND  
OUTING EVENTS*





## CHAPTER XVI

### WOODCRAFT CONTESTS

#### Nail Driving Contest

*Camp, Club, Council, Ring, Picnic*

*Juniors to Adults*

GIVE each contestant one dozen three-inch nails, a hammer or scout axe, and a one-foot length of four-by-four-inch lumber. At the signal each contestant drives his nails and the one that finishes first wins. Any contestant turning a nail is eliminated. In the council ring two compete at once, and someone challenges the winner.

**TIME METHOD.**—A quantity of nails is given each contestant. At the signal each drives nails for a three-minute period, and the one that drives in the most nails wins. One point is scored for each nail driven and two points are deducted for each nail not completely driven or bent over. Bent nails may be removed if the contestant wishes.

#### Spike Driving Contest

*Camp, Hike, Council Ring, Club, Playground*

*Juniors to Adults*

This is a dual contest of the type used in the council ring. When one contestant wins someone else challenges him.

Two blocks of wood are needed. They should be of the same kind of wood and preferably adjoining sections of the same log. Two sections two feet long sawed from a log twelve inches thick are ideal. Set the logs on end. Give each contestant a ten- or twelve-inch spike, or if these are not obtainable, the largest that can be found. Each contestant is also given a scout axe of the same size and weight. The axe and spike are placed on the top of the log. A judge is placed at each log.

At the signal, each contestant picks up the axe and spike and drives his spike in the log. The one finishing first wins. Any contestant bending his spike is eliminated.

#### Log Chopping Contest

*Camp, Playground*

*Intermediates to Adults*

The official log chopping contest calls for a careful preparation of materials. A log twelve to sixteen inches in diameter must be cut and sawed up into lengths two feet six inches long, one section for each contestant. In the case of boys, the diameter may be from six

to ten inches. The following soft woods are excellent: poplar, pine, chestnut, willow, white maple, walnut, and red oak. Among the hard woods the following are good: birch, hickory, white oak, hard maple, and beech. The logs for each heat should be cut out of the same log. Trim each down to the thickness of the smallest section so that all have a log of the same size. Each log is mounted on two five-inch saplings or blocks of wood two feet long, lifting it off the ground, as in Figure 32. While any axe may be used, in boys' contests a boy's axe should be required weighing not over two and a half pounds.

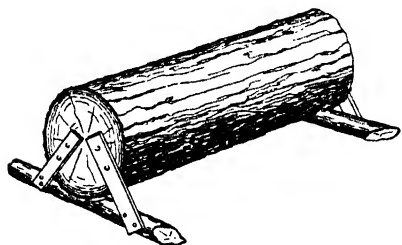


FIGURE 32

The contestant stands on top of the log and chops it between his legs. They may chop footholds in the top of the log near the end, but not in the cutting line. They may mark the cutting line with crayon but not with the axe. At the signal, the chopping starts and

continues until the log is chopped through. The logs must be cut clean and the two halves must touch the ground solidly, that is, must not be supported by splinters.

The event is conducted in heats if need be. A stop watch records the time.

### Cross-Cut Sawing Contest

*Camp, Playground*

*Intermediates to Seniors*

A soft wood log should be provided which is from fifteen to eighteen inches in diameter. The following woods are excellent: poplar, pine, chestnut, willow, white maple, walnut, and red oak. Cut two lengths of a twelve-inch pole, notch them and place one under each end of the log which is to be sawed, thus giving it elevation. The end which is to be sawed should extend two feet beyond the supporting pole.

The contestants compete in pairs against time. Each pair saws off a six-inch section from the end of the log, and the time is recorded. Then the next pair saws, and so on. The pair with the best time wins.

### Fire Building Contest

*Camp, Club, Hike*

*Juniors to Seniors*

This contest takes place in the woods. Each contestant has a scout axe, knife, and two matches. At the signal each gathers wood and tinder, using only natural materials found in the woods, and lights his fire. Having lighted it, he may continue to feed it. The one lighting the fire first wins provided it is still burning two minutes after being lighted.

## Log Chopping with Hand Axe

*Camp, Hike, Playground*

*Juniors to Adults*

This event is conducted as in the official Log Chopping Contest, except that camp or scout axes are used to chop logs five to six inches in diameter.

## String Burning

*Camp, Club, Hike*

*Juniors to Seniors*

A series of posts two feet high are placed in the ground in a row, spaced three feet apart. Two strings are stretched tightly between the posts, one twelve inches from the ground and the other eighteen inches as in Figure 33.

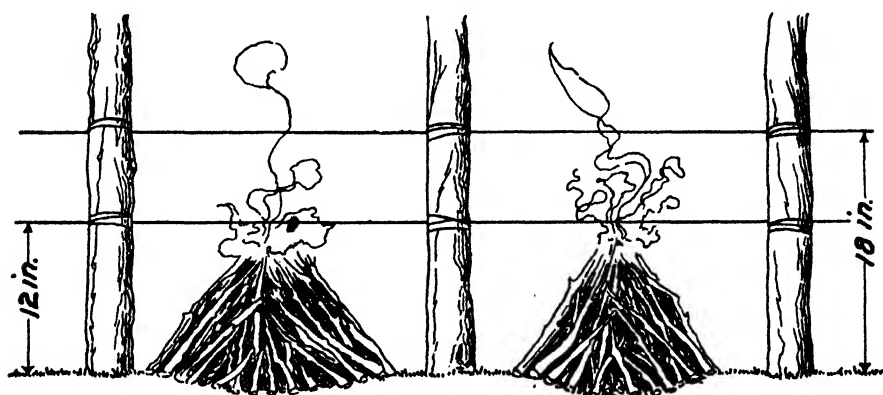


FIGURE 33

Each contestant is provided with two matches and a piece of lumber twelve inches long, four inches wide, and two inches thick, or eight inches wide and one inch thick (the official Boy Scout regulation requires the latter size). Each contestant provides his own scout axe and knife.

At the signal the players cut the wood, set up the fire and light it. No materials may be used other than those specified. The fire is set up under the strings and the wood must not extend higher than the lower string.

The fire must be completely laid before the match is touched to it—*contestants are not permitted to touch the fire after it has been lighted.*

The player wins who first burns both strings.

**TEAM FORM.**—Same as the above except that two-man teams compete.

**FIRE-BY-FRICTION STRING BURNING CONTEST.**—Same as the above except that the fire is lighted by the fire-by-friction method with all the rules of the Fire-by-Friction Contest (page 300), applying.

**FLINT-AND-STEEL STRING BURNING CONTEST.**—Same as the above except that the fire is lighted by flint and steel, the rules of the Flint-and-Steel Fire Making Contest (page 301) applying.

### Woodcraft String Burning Contest

*Camp, Club, Hike*

*Juniors to Seniors*

This event follows the rules of the String Burning Contest, except that the event takes place in the woods and the fire is made from materials found in the woods.

At the signal each contestant gathers his wood and lights the fire. Care should be taken to see that no sticks are used which extend higher than the lower string.

### Water Boiling Contest

*Camp, Club, Hike*

*Juniors to Seniors*

This contest consists of boiling water for speed. The description below is for a standard water boiling contest using materials furnished by the committee. For a camp contest, using wood gathered by the players, see Woodcraft Water Boiling Contest.

Each contestant is given a single-ply tin pail with wire handle, seven inches in diameter, holding two quarts, without cover. The pail contains one quart of cold water to which a tablespoonful of soap powder has been added by the committee.

Two pieces of seasoned two-by-four-inch lumber, thirty inches long, and two matches are provided each contestant. Each contestant furnishes his own scout axe and jackknife.

No preliminary preparation of equipment is permitted and no materials may be used other than those specified. All equipment is laid out on the ground and the contestant stands beside it until the starting signal is given.

The starting signal is given with a gun and each contestant splits his wood, lights his fire, and attempts to boil his water. Nothing but shavings from the wood supplied may be used as tinder. The pails may be placed on the fire, may be held by the contestants, or may be suspended, provided no equipment is used other than that provided.

The pail must set or hang level and the time is taken when the water boils over the rim of the pail.

**TEAM FORM.**—A four-man team may be used. The equipment and procedure is the same except that two scout axes and two knives are provided each team.

If desired, teams of two men may be used.

**FIRE-BY-FRICTION WATER BOILING CONTEST.**—Same as the above except that the fire is built by the fire-by-friction method. The rules of the Fire-by-Friction Contest (page 300) apply.

**FLINT-AND-STEEL WATER BOILING CONTEST.**—Same as the above except that the fire is built by the use of flint and steel. The rules of the Flint-and-Steel Fire-Making Contest (page 301) apply.

### Woodcraft Water Boiling Contest

*Camp, Club, Hike*

*Juniors to Seniors*

This contest follows all the rules of the Water Boiling Contest (page 298), except in respect to the materials used in building the fire. The contest takes place in the woods and woods' materials, gathered by the contestants after the starting signal, are used.

Each contestant is given the pail containing water and soap as specified in the Water Boiling Contest, together with a scout axe and knife, and two matches.

At the signal he gathers wood, lights the fire, and boils the water. Only natural materials found at hand may be used. The pail may be suspended by materials found in the woods.

**TEAM FORM.**—Same as for the Water Boiling Contest.

### Flapjack Flipping Contest

*Camp, Club, Hike*

*Juniors to Adults*

A wire is strung four feet above the ground. A number of flapjacks are made for use in the contest. The contestant holds a frying pan eight inches in diameter in which a flapjack is placed. He kneels on the ground beside the wire, flips the flapjack over the wire and catches it as it falls. Each is given ten flips, and scores one point for each successful throw and catch. To score, the flapjack must land flat and squarely in the pan—it counts as a miss if it hits the edge of the pan.

### Flapjack Contest

*Camp, Hike*

*Juniors to Seniors*

The contestants compete in pairs. Each pair is given the following materials:

Scout axe

Knife

Frying pan (8 inch diameter)

Spoon

Mixing pan

Wood

Two matches

Flapjack ingredients

Prepared flour is not used and all mixing is done after the start.

At the signal the team builds the fire, mixes the ingredients, and cooks the flapjacks. The cakes may be loosened by the knife, but must be turned by flipping them in the air. All the batter must be used and the contest ends when the final flapjack is turned out of the pan.

Failing to build the fire with the two matches or failing to catch a flapjack when flipped, disqualifies the team.

The judges determine the winner by considering the following points:

Quality of flapjacks (lightness, color) .....	50 points
Neatness in cooking and flipping .....	25 points
Speed .....	25 points

### Fuzz-Stick Contest

*Camp, Club, Hike*

*Juniors to Adults*

Fuzz-sticks are small sticks with shavings attached used in lighting fires. The Fuzz-Stick Contest is essentially a contest in whittling. It should be preceded by practice in making fuzz-sticks, or it will fail as a contest.

Each contestant needs a sharp knife and a stick of soft wood one foot long and one inch square. At the signal each whittles the fuzz-stick and the judges pick the best stick, considering number of shavings, length of shavings, and neatness. In case of a tie, the one finishing first wins.

To make the fuzz-stick, whittle one end of the stick to a point, then hold the stick by the pointed end, place the other end on the ground, and whittle long slender shavings, leaving them attached to the big end of the stick. The knife should be pressed deeper and the shavings made thicker at the end of the cut.

**FUZZ-STICK STRING BURNING CONTEST.**—Each contestant is given a stick from which to make a fuzz-stick, in addition to the materials for the String Burning Contest (page 297). Each whittles the fuzz-stick, chops the wood, and builds the fire following all the rules of the String Burning Contest. While fine splinters of wood may be chopped, no shavings may be used to aid in starting the fire other than those attached to the fuzz-stick.

### Fire-by-Friction Contest

*Camp, Club*

*Juniors to Seniors*

A fire outfit is needed by each contestant, consisting of bow and thong, spindle, fireboard, hand rest, and tinder. Any natural wood found in the United States may be used. The thong may be buckskin, moose skin, leather, or rawhide, and rosin may be added.

The hand rest must be of natural material—rock or wood—and of one piece except that in a wooden rest an insert of natural materials may be used to afford a harder surface for the spindle.

No metal, glass, composition, or foreign material may be used on the outfit.

Tinder must be of natural materials—inner bark, grass, mouse nests, scraped shavings,<sup>1</sup> and so forth. Rope and twine, commonly

<sup>1</sup> The official Boy Scout regulations prohibit the use of shavings in any form

used for tinder, are prohibited in competition, as are all chemicals, powder from previous attempts, paper, cloth, cotton, and pencil sharpenings. The tinder is usually provided by the committee and handed out in sealed envelopes, but the contestants may be required to furnish their own.

The outfits of all contestants are inspected and approved by the judges before the contest starts. All sets not meeting the above requirements are disqualified.

Before the start, the contestants assume the squatting position with bow and spindle held overhead. *Working the spindle in the board to warm it is prohibited.*

The start is given with a gun and the time is taken from the start until the tinder bursts into flames. The best time wins.

### Fire-by-Friction Relay

*Camp, Club*

*Juniors to Seniors*

Four players constitute a team. The members of each team are stationed on a line, the contestants being six feet apart. Four separate fire sets are required for each team which conform to the regulations laid down in the Fire-by-Friction Contest (page 300). No exchanging of parts of equipment after the contest starts is permitted.

At the signal, Number 1 makes fire, and as soon as his tinder bursts into flame, Number 2 starts, and so on. No assistance may be rendered a contestant by team mates. All rules of the Fire-by-Friction Contest apply.

The time is taken from the starter's gun shot to the time when the fourth contestant's tinder bursts into flame. All four must make fire. A judge is needed for each team.

### Fire-by-Friction Test

*Camp, Club*

*Juniors to Seniors*

The fire sets must conform to the regulations laid down in the Fire-by-Friction Contest (page 300). Two lines are marked in the ground or floor ten feet apart. The contestants lay out their equipment on one line and stand opposite it on the other line.

At the signal they run to the outfit and make fire. All who make it inside of one minute qualify.

### Flint-and-Steel Fire-Making Contest

*Camp, Club*

*Juniors to Seniors*

Each contestant furnishes his own outfit consisting of a piece of flint and a pocket knife or piece of steel. The flint may be any natural rock found in the United States. The steel must not be over one by four inches in size.



The tinder is usually furnished by the committee, but the contestants may be required to furnish their own. Charred cloth, inner bark, or any natural material may be used, but string, rope, paper, pencil sharpenings, and all chemicals are barred.

The judges inspect all equipment before the event starts and throw out all that does not conform to regulations.

The equipment is placed on the ground and the contestant kneels beside it. The start is given with a gun and the time is taken from the flash of the gun until the tinder bursts into flame. The best time wins.

### **Flint-and-Steel Fire-Making Relay**

*Camp, Club*

*Juniors to Seniors*

Four players constitute a team. The equipment must conform to the regulations laid down in the Flint-and-Steel Fire-Making Contest (page 301). The procedure is as described in the Fire-by-Friction Relay (page 301).

### **Axe Throwing for Consistency**

*Camp, Club, Playground*

*Juniors to Seniors*

Axe throwing or tomahawk throwing carries a peculiar appeal to boys. It is an excellent and compelling outdoor sport.

Any small hand axe of the type commonly called a camp or scout axe may be used. A dead tree is usually used as a target for informal play. In organized camps a log fifteen to eighteen inches in diameter should be cut and a ten-foot length of it set up in a convenient spot; erect it in front of a sapling and wire it to the sapling at the top. Or if desired, a target may be made of two-inch planks six feet high and three feet wide.

There is an element of danger in promiscuous axe throwing of course, and consequently the event should never be allowed to take place without competent supervision. Many organized camps have used the activity for years with nothing approaching an accident. Rails should fence off the back and sides of the axe-throwing log to keep spectators out of the range of axes that glance off the log, and to prevent them from inadvertently wandering in the line of throw. The leader should stand by to see that no player goes ahead of the throwing line to recover an axe or for any other purpose while a thrower is in position and about to throw. Given such supervision, this challenging sport becomes a safe and acceptable activity for organized play.

To cause the axe to stick, the thrower must be just the right distance from the target. The axe revolves when thrown and unless the thrower is the proper distance away, the blade will not be in position to stick

when the axe reaches the target. For the contests described below, the following distances are correct:

Straight Overhand Throw .....	5, 10, 15 steps
Straight Underhand Throw .....	5, 10, 15 steps
Backward Underhand Throw.....	5, 10 steps
Reverse Overhand Throw .....	7½, 12½, 17½ steps
Reverse Underhand Throw .....	7½, 12½, 17½ steps
Between Leg Throw .....	2½, 7½, 12½ steps
Sitting Throw .....	5, 10, 15 steps
Lying Throw.....	5, 10 steps

Each contestant is given twenty-five throws and is credited with one point for each throw which results in the axe sticking in the tree or board. The highest five scorers are then permitted twenty-five more

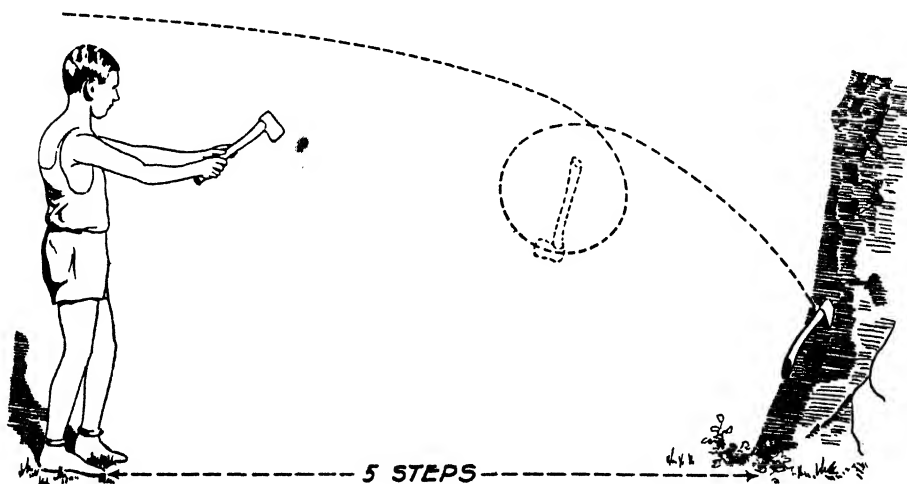


FIGURE 34

throws and each is credited with his best record, whether it was thrown in the first series of twenty-five or the second. The player with the highest score wins.

Contests may be conducted in any of the following types of throws.

**STRAIGHT OVERHAND THROW.**—The contestant stands five steps (not paces) from the target (Figure 34). Each contestant marks his own throwing line. The axe is held in the hand as near the end of the handle as possible. It is held straight up and down with the blade toward the target. The thrower toes his throwing line, steps toward the target, and throws with a downward jerk of the arm. The wrist is kept stiff. Care should be taken not to slope the axe sideways in throwing it. It should revolve once and stick.

**STRAIGHT UNDERHAND THROW.**—The thrower stands five steps away

from the target as in the Straight Overhand Contest. The end of the handle of the axe is gripped between the thumb and forefinger and held straight down beside the thigh, blade toward the target. The throw is a straight underhand toss; the axe should revolve once and stick with the handle up.

**STRAIGHT UNDERHAND BACKWARD THROW.**—The thrower stands five steps (not paces) from the target with his *back* toward it. The axe is held as in the Straight Underhand Throw, except that the blade is toward the target. Looking back over his shoulder he tosses the axe with a backward underhand motion.

**REVERSE OVERHAND THROW.**—The thrower stands seven and one-half steps (not paces) from the target. Each contestant marks his own throwing line. The axe is held as near the end of the handle as possible, straight up, with the blade pointing *away* from the target. The thrower toes the throwing line, steps, and throws with a downward jerk of the arm. The axe should revolve once and a half and stick *with the handle up*.

**REVERSE UNDERHAND THROW.**—The thrower stands seven and one-half steps away from the target as in the Reverse Overhand Contest. The axe is held with the end of the handle between the thumb and forefinger, straight down beside the thigh, with the blade pointing *away* from the target. It is tossed with an underhand motion. It should make a revolution and a half and stick with the handle extending down.

**THROW BETWEEN LEGS.**—The thrower stands two and one-half steps (not paces) from the target with his back toward it. He spreads his legs, bends forward, and throws the axe back between his legs. The axe is held as near the end of the handle as possible, straight down, with the blade pointing toward the target. It is thrown with a quick snap of the arm. It should stick in the target with the handle extending up.

**SITTING THROW.**—The thrower sits facing the target, placing his buttocks on a line five steps (not paces) from the target. His legs are spread and extended toward the target. The throw is as in the Straight Overhand Throw.

**LYING THROW.**—The thrower lies on his back, feet toward the target, with the middle of the back five steps (not paces) away from the target. He raises his legs vertically and spreads them. The axe is held and thrown as described in the Straight Overhand Throw, the throw going between the legs.

### Boy Scout Axe Throwing Contest

*Camp, Club, Playground*

*Juniors to Seniors*

The Boy Scout axe throwing regulations require the painting of two horizontal lines around the log two feet apart and two feet from

the ground. All axes must be thrown so as to stick between these lines; hits on the line score as in.

Each contestant is given five throws from the one-revolution distance and five throws from the two-revolution distance. The throws are made in turn, not in succession. If a player fails to stick his axe between the lines, he drops out.

The one sticking the most axes in the ten throws wins. In case of a tie, the distance is increased one yard at a time until a winner is determined.<sup>2</sup>

### Axe Throwing Contest for Most Consecutive Hits

*Camp, Club, Playground*

*Juniors to Seniors*

Axe throwers enjoy throwing to see how many consecutive throws they can complete successfully without a miss. The contestants each throw until they miss and each is credited with the number of consecutive hits. The one wins who makes the most consecutive hits. While any type of throw may be used, the Straight Overhand Throw is most commonly used.

In summer camps an all-season contest may be conducted for the greatest number of consecutive times the axe is stuck. The name and record of the record holder is posted and when anyone succeeds in bettering the record his name and record replaces the old one.<sup>3</sup>

### Axe Throw for Distance

*Camp, Club, Playground*

*Juniors to Seniors*

Boys familiar with axe throwing enjoy the throws for distance. The axe must be thrown from definite distance lines depending on whether it is to make one, two, or three revolutions before reaching the target, and each contestant is given three attempts to stick it from each distance line. He begins at the one-revolution line and if he sticks it on the first throw he moves back to the two-revolution line; if he fails on the first throw he is given two additional attempts. He continues moving back until he fails to stick the axe in three attempts. The contestant sticking the axe in the target from the greatest distance wins the event.

While throwing for distance is usually done with the Straight Overhand Throw, any of the throws described above may be used.

<sup>2</sup> See Boy Scouts of America, *The Rally Book*, p. 245. Copyright, 1929. New York: Boy Scouts of America.

<sup>3</sup> At Camp Fairwood for boys in northern Michigan the official all-time axe throwing record, made by Richard Thies in 1934, is 447 consecutive good throws. The unofficial record (made without approved scorers), also made by Thies, is 540 consecutive good throws.

### **Axe Throwing Contest for Accuracy**

*Camp, Club, Playground*

*Juniors to Seniors*

An axe throwing board made of planks, three feet wide by six feet high is needed for this event. Paint a bull's-eye on it consisting of five concentric rings. The middle one is seven inches in diameter and rings are three and one-half inches wide. The center of the bull's-eye should be three feet from the ground. Number the rings from the center out as follows: 9, 7, 5, 3, 1.

Each contestant is given twenty-five throws and is credited with the number of points designated by the ring in which the axe stuck on each throw. If the axe cuts across a division line between the rings, it scores in the higher ring.

### **String Cutting Contest**

*Camp, Hike, Club, Playground*

*Juniors to Seniors*

A string is tied around the axe throwing log three feet from the ground. The contestants throw one axe each turn in an effort to cut the string. Ten points are scored each time the string is cut.

## CHAPTER XVII

### SCOUTING AND STALKING GAMES AND CONTESTS

#### Methods of Laying Trails

**M**ANY of the stalking and scouting games involve laying trails for the players to follow. There are several types of trails which may be used, all of which may be used at different places in a single trail, or only one method may be used in a game, and the others used for variety in subsequent games.

**PAPER MAIZE.**—A bag of finely chopped-up paper is prepared, and bits of paper are dropped every few steps.

**CORN MAIZE.**—A bag of corn is carried and a few kernels dropped every few steps. This is less objectionable than the paper maize in that birds will eat the corn and no litter is left scattered about the grounds.

**YARN TRAIL.**—Bits of colored yarn are tied to twigs and bark along the trail.

**TREE BLAZES.**—The usual blazes are chopped on trees:

*Single small blaze:* this is the trail.

*Small blaze with another to the right and below:* turn to the right.

*Small blaze with another to the left and below:* turn to the left.

*Three small blazes in a vertical row:* warning or important sign near.

*One long blaze:* special or important sign.

*One long blaze with another to the right and below:* camp is to the right.

*One long blaze with another to the left and below:* camp is to the left.

*Three small blazes in a vertical row with one long blaze to the right:* trap is stationed to the right ('Trappers' Sign).

*Three small blazes in a vertical row with one long blaze to the left:* a trap is stationed to the left ('Trappers' Sign).

**PAPER BLAZES.**—Bits of paper an inch square are tacked to trees instead of actually blazing them. This method uses the same signs described for actual blazing. The use of paper is much to be preferred to actual blazing in that it does no damage to trees and the paper can be quickly removed leaving no permanent eye-sore.

**STONE TRAIL.**—The trail is laid by stones:

*Two stones, one on top of the other:* this is the trail.

*Two stones, one on top of the other, and a third to the right:* turn to the right.

*Two stones, one on top of the other, and a third to the left:* turn to the left.

*Three stones in a pile:* danger or warning.

**TWIG SIGNS.**—Twigs along the trail may be broken. This was the favorite method of the woods-dwelling Indians.

*Broken twig on a bush:* this is the trail.

*Twig laid on the ground:* the trail is in the direction of the end of the twig.

*Small shoot broken off a few inches above the ground and the butt end laid on top of the stump:* important sign or warning.

**GRASS SIGNS.**—The trail is marked by knots tied in clumps of tall grass.

*Knot in grass with ends extending up:* this is the trail.

*Knot in grass with ends extending to the right:* turn to the right.

*Knot in grass with ends extending to the left:* turn to the left.

*Three clumps of knotted grass in a row:* important sign or warning.

**DIRECTION CARDS.**—Write the directions to the next sign on a card and tack it to a tree or tie it to a twig. By reading each card, the trackers are able to go to the next card for further directions.

**CHALK SIGNS.**—Chalk blazes and arrows are put on fence posts, trees, stones, and so forth. This is the common method used in city tracking games, the signs being placed on sidewalks, telephone posts, and the like.

**TRACKING IRONS.**—The person laying the trail wears tracking irons. The commercial deer tracking irons are ideal for this; they are made in the form of a deer track and are attached to the shoe with a leather strap. Or hob nails may be nailed in the soles of an old pair of shoes in the form of a deer track or other unusual shape.

**WHIFFLE-POOF.**—A round stick of heavy wood is needed, ten inches long and three or four inches in diameter. Drive it full of four-inch nails, allowing the nails to extend out as far as possible. Attach a rope to the whiffle-poof and drag it over the ground.

### **Treasure Hunts**

*Camp, Hike, Club*

*Juniors to Adults*

There are several different ways in which treasure hunts may be conducted. The first two methods described below are the most com-

mon, and for ordinary purposes where the object is merely recreation, are the most satisfactory.

**POSTED INSTRUCTIONS.**—The players are told where the first clue is posted and run to it. This clue may be written on a card and tacked to a tree or tied to a bush, and tells where the next clue can be found. Thus each clue leads to the next until the treasure spot is reached. Here the sign says that the treasure may be found within a radius of a certain number of feet. The treasure itself may be hidden or a slip of paper may be used, the finder of which is entitled to claim the treasure.

Such clues as the following may be used:

“Go east to the tallest tree in sight and look on a sapling nearby.”

“Go north about a hundred yards and look for a stone arrow. Follow the direction shown by the arrow to a large decayed stump.”

“Go due west, cross a brook, and follow paper blazes on trees to a telephone post. Look on the fourth fence post north from this post.”

The trail directions must be very clear and the directions precise. Beginners are usually inclined to want to “lay a hard one” which will defeat the hunters. Of course the treasure must be found and while signs calling for thinking and careful reading may be used, there must be no question as to their meaning. The trail should be checked by a person who was not present when it was laid. The players should be given careful instructions before starting out, and cautioned to read every sign themselves, do their own thinking, and not just tag after someone in front who may very easily be wrong.

The trail should be so laid that those trailing behind the leaders cannot see the others who are far ahead of them. This leads to short-cuts and a follow-the-leader procedure without the necessity of reading the signs.

Certain signs should be posted to trick those who are so anxious to make a race out of it that they do not follow instructions carefully. For example, a sign might be conspicuously placed on a large stump saying, “Go around this stump three times, then go north to the road and look for a tree sign in the woods beyond.” On the other side of the stump is another sign saying, “Don’t go to the road, but follow up the brush on the lakeshore and look for a stone sign.” On reading the first sign, many players will think that there is no reason to run around the stump three times, and will strike straight for the road, thus being thrown off the trail.

**INDIVIDUAL INSTRUCTIONS.**—Instead of posting the clues for all to read, this method places a small box on the ground or tacked to a tree in which are folded individual clue sheets. Each player, on finding the box, withdraws a slip and takes it with him. This slip



tells where the next clue box can be found. The players who reach the treasure spot are permitted to hunt for the treasure provided they turn in the required number of clue sheets showing that they have actually been to all clue boxes.

This method makes it possible to draw up three sets of instructions to the next clue box, each describing a different route. These three sets are shuffled in each clue box, so that the players draw different routes. This cuts down the tendency to follow the leader instead of doing one's own thinking.

**NATURE TREASURE HUNT.**—The Nature Treasure Hunt ties up nature lore with the treasure hunt, and success depends upon a knowledge of trees, flowers, and the like. Such instruction sheets as the following are used: "Go east past two large white oaks and look for a clump of four white-cedar saplings." "Due west is an ironwood—look beyond it for a skunk cabbage."

**MIMEOGRAPHED TREASURE-HUNT INSTRUCTIONS.**—In this method of conducting a treasure hunt, each player is given a mimeographed sheet of instructions at the start which he carries with him. Even though he has all the instructions, there is no more danger of short-cutting than in the other methods, in that one cannot follow the second set of directions until he reaches the point described in the first.

The method is particularly satisfactory for nature treasure hunts because the players may be required to write the names of trees and so forth in blanks left on the sheet. For example, the mimeographed instructions might start as follows:

Follow up the lake shore until you see a good-sized evergreen tree bending out over the water and then curving upward. What is this tree?  
\_\_\_\_\_ (White cedar).

Head toward the council ring until you come to the large, smooth-barked tree with a scar on the lake side. What is this tree? \_\_\_\_\_  
\_\_\_\_\_ (Beech). Are the two little trees under it the same kind of tree? \_\_\_\_\_ (No—sugar maple).

Follow the old saw-mill trail east until you come to a row of bushes along the fence on the right. What do we use these for in the camp woodcraft department? \_\_\_\_\_ (Sumac—Indian pipe stems).

**PAPER BLAZED TRAIL.**—The trail may be laid entirely with paper blazes as described under Methods of Laying Trails.

**NATURAL SIGN TRAIL.**—This method uses the twig, grass, and stone signs exclusively, as described under Methods of Laying Trails.

**GROUND TRACKS.**—This method relies on the use of the whistle-poop and tracking irons as described earlier in this chapter under Methods of Laying Trails.

**MAIZE TRAILS.**—The paper and corn maizes are used for the trail, as described under Methods of Laying Trails.

## Little Treasures

*Summer Camp, Picnics*

*Juniors, Intermediates*

This is an excellent device for treasure hunt at a summer camp or picnic when it is desired to limit the event to a half hour of time. A few minutes of preparation is all that is required.

Hide ten slips of paper at various spots on the grounds, so concealed that only one corner shows. Each slip of paper contains the name of a different make of candy bar. When used in camp, the last slip may name something like a pie, watermelon, or quart of ice cream, to go to the tent or cabin group to which the winner belongs.

Assemble the group and announce that the first slip is hidden "within twenty feet of the flag pole." All run and seek. When the slip is found announce that the next slip is within "fifteen feet of the archery target."

Continue until all slips are found. The winners then turn in their slips and claim their prizes.

**VARIATION.**—Hide a number of slips within a specified area, each slip containing a number. The limits of the area are described and the players sent out to hunt for the slips. Each player finding a slip turns it in to claim his prize.

In treasure hunts like this in which many prizes are used, it is not necessary nor wise to attempt to purchase new prizes. Used athletic equipment picked up around a school or college athletic department makes excellent prizes for hunts for younger players. In one treasure hunt of this type, a much battered and worn football autographed by a famous football player proved to be the most desired prize of all.

## Tracking the Deer

*Summer Camp, Club*

*Juniors, Intermediates*

The tracker needs a pair of tracking irons in the shape of a deer hoof, which are strapped to the shoe with leather straps. Failing to obtain these, hob nails may be driven into the sole of an old pair of shoes in the form of a deer track.

The "deer" sets out over soft ground, being careful to leave a distinct track. In fifteen minutes the trackers set out on the trail. The "deer" conceals himself in the woods, and the trailer who finds him first wins. In case no one finds him in half an hour, the "deer" wins.

## Tracking the Whiffle-Poof

*Summer Camp, Club*

*Juniors, Intermediates*

The "whiffle-poof" is a track-making device originated and named by Dan Beard. Its construction is described above in *Methods of Laying Trails* (page 308).

When the whiffle-poof is dragged along the ground, it leaves a trail

which can be followed either in dirt or grass. Since it swerves sideways and turns somersaults occasionally, breaks in the track are left, thus making it an ideal device for laying a trail.

Send one player out with the whiffle-poop to lay the trail. He circles, lays false side trails, and uses similar devices to throw the trackers off the trail. Finally, he leaves the whiffle-poop in more or less plain sight on the ground. The trackers are then put on the trail, and the one wins who first finds the whiffle-poop.

### Hare and Hound Race

*(Paper Chase)*

*Camp, Hike, Club*

*Juniors to Seniors*

One player is selected for the hare, or if desired two or three hares may be used. The hares carry a supply of finely chopped paper. The hares are given a five-minute start, running from the starting point and dropping paper as they go. At the end of five minutes the hounds set out in pursuit, following the paper trail.

The hares are required to stay out at least a specified length of time, fifteen minutes or longer, and then strike back toward a goal unknown to the others in the general vicinity of the starting point. The object of the hounds is to capture the hares before they can reach the goal. To succeed, the hounds must follow the paper trails carefully, and the hares may confuse them with false trails. If the hares return without being caught, they win.

If not wisely directed, hare and hound races may become dangerous in requiring too long and too strenuous a run and consequently careful leadership is required. To guard against this, the hares should not be given too long a start before the hounds are put on the trail, and should not be required to stay out too long before returning. The hares should be coached to lay a careful trail with confusing circles, back trails, and false side trails, in order to require careful trailing rather than straight cross-country running.

### Dispatch Bearer

*(Man Hunt)*

*Summer Camp, Club*

*Juniors to Seniors*

This is an excellent game for a summer camp or organization interested in outdoor scouting.

Select a good strong boy as the dispatch bearer, and take him to a spot known to all about two miles or slightly less from the camp headquarters. He is marked with a colored scarf tied loosely around his neck. Take the remaining players to a point half-way between the camp and the dispatch bearer. If the country is wooded and rough as it should be, there may be any number of players. If it is open with

good visibility and little cover, not more than a dozen should compose the hunting party.

At the specified moment, the dispatch bearer sets out with a letter for the camp headquarters, and the searchers scatter to intercept him. The dispatch bearer may use any device or strategy to get through except to secure a ride in a vehicle. He is given two hours to reach the camp headquarters and deliver the letter, and if he succeeds in doing this he wins.

To capture him, the defense forces must remove the neckerchief from his neck. He is then considered dead and must deliver the letter to his captor.

The defense forces should organize under a leader and lay careful plans for the defense. The usual procedure is to retreat at once to a point near the camp and throw a net of defense forces completely around the camp, hoping to keep all inroads under observation. In no case may the defense players approach within a radius of a quarter of a mile of the camp headquarters, and this area should be carefully marked out and understood by all. The dispatch bearer virtually wins the moment he enters the quarter-mile radius.

In case of personal encounter, unnecessary roughness on the part of either the dispatch bearer or the captor loses for the offending side.

**VARIATION.**—This game is played exactly like the above except that the dispatch bearer has a confederate in the ranks of the defense forces, who may assist him by giving directions and notifying him of the plans of the defense. The identity of this confederate is unknown to the defense forces, and he is in fact a traitor in their ranks. If the defense leader suspects any player from his actions of being the traitor, he will of course keep him under observation.

### Rival Dispatch Bearers

*Camp, Hike*

*Juniors, Intermediates*

This is much like the Dispatch Bearer, except that it is played on a team basis. The leader establishes two goals or posts about two miles apart and stations himself at a named spot half-way between them. Team A places its dispatch bearer behind its goal, and Team B does likewise. Both teams gather around the leader.

When the appointed time arrives the rival dispatch bearers leave their posts and attempt to reach the leader without being caught. At the same time the two teams set out toward the opposing dispatch bearer and attempt to locate and catch him. Both teams must leave the quarter-mile area surrounding the leader immediately and not re-enter it. If a dispatch bearer successfully enters this area, he is safe.

In case both dispatch bearers get through successfully, the one reaching the leader first wins.

### Settlers and Indians

*Summer Camp, Club*

*Juniors, Intermediates*

This is a fighting game much loved by boys. Divide the group into two teams, and provide strips of cloth for tails—red for the Indians, and yellow for the settlers. The tails are tucked under the belt behind.

The Indians are given fifteen minutes to locate themselves in some section of the wooded area, the boundaries of which are understood by all. Then the settlers move out in search, and when the two forces meet, the fight is on. Each person having his tail removed is killed and out of the game. After the two forces start actual encounter, allow about fifteen minutes of fighting, and then signal the end and count the tails. The team with the most of the enemy's tails wins.

### Pillow War

*Summer Camp, Hike*

*Juniors, Intermediates*

This is one of those fighting games for which boys always clamor. Divide into two teams, each player armed with his bed pillow. A line is drawn separating the two teams' territory, and twenty or more yards from the line on each side a six-foot circle for captured pillows is drawn.

At the signal the players enter each other's territory and the fight with the pillows is on. Several players may gang up on one player but he has his pillow with which to defend himself and may call for help from his team mates. If a player drops his pillow or has it taken from him, he is out of the game but remains free on his own side. The stolen pillow is then taken to the pillow circle of the team stealing it; once a player returning with a stolen pillow crosses into his own territory, the stolen pillow may not be taken from him until he deposits it in the circle.

A player may make a dash into the opponent's territory at any time and attempt to reach the pillow circle and recapture one of the pillows. Only one pillow may be recaptured each trip. The owner of the pillow then reenters the play.

The game continues for fifteen minutes. The team wins that has the most pillows.

### Catch the Thief

*Summer Camp*

*Juniors, Intermediates*

A red scarf or flag is placed on the bottom of the flag pole or at some other conspicuous spot on the camp site. One camper is told secretly that he is to be the thief, and that he is to watch his chance to steal the flag and take it to a specified spot about a half-mile from the camp headquarters. The campers are told that a thief will steal the red flag sometime during a stated two-hour period and they are to watch

for him and catch him. The regular camp activities go on as usual during this period.

The thief being a camper with his identity unknown can mingle with the campers as usual without arousing suspicion. He watches his chance, snatches the flag, and runs to his appointed place a half-mile from the camp. If he succeeds in getting there with the flag before the two-hour period is up, he wins; if caught, and the flag taken within the period, the campers win. The thief must carry the scarf in plain sight.

### Escaped Convict

*Summer Camp, Club*

*Juniors, Intermediates*

Specify very definitely the area of woods in which the play is to be limited. Send out the "convict" to hide, and about twenty minutes later have the pursuers take up the hunt. It is the business of the convict to get back to the starting point unseen, or to conceal himself and remain hidden until the expiration of the half-hour allotted for the search.

The pursuers may move out in waves, one section behind the other, but no searcher is permitted to move back into the area he has already passed. The convict wins if he is nearer to the starting point than any of his pursuers at the time of his discovery, or if he remains hidden and unseen for the half-hour period.

### The Lost Prince

*Summer Camp, Club*

*Juniors, Intermediates*

Select a prince and assign him about six bodyguards. The prince and his party head out into the woods, and in about a half-hour the players set out in search. The bodyguards make no effort to hide the prince, but have him move about under cover and stay near to defend him. The prince has a strip of red cloth stuck under his belt behind, and is not captured until the cloth is removed.

The searchers, on seeing the prince, may either stalk up to him and take him by surprise, or rush in and attempt to capture him by force.

### Hunting the Foxes

*Camp, Hike*

*Juniors, Intermediates*

This is a glorified type of Hide and Seek, covering a large area and calling for hiding, stalking, and tracking.

Select a rough wooded area about two miles square, more or less depending on the time available. Send out four players as the foxes, marked with red neckerchiefs, to hide. Give them at least an hour to hide any place they choose within the area. Then the hunters set out in search. When they see a fox, it is their business to run him down and catch him. He is caught when touched by a hunter.

### Stalking the Buck

*Summer Camp, Club*

*Juniors, Intermediates*

This is a contest for an area where there is plenty of tall grass, weeds, and brush. The leader, taking the part of the buck, stations himself in the center of the area and the players scatter not closer than two hundred yards.

At the signal they stalk toward the buck, creeping through the weeds and grass. Whenever the leader sees a player, he calls out his name, and that player stands up. The one wins who succeeds in approaching the closest without being seen.

### The Color Hunt

*Summer Camp, Club*

*Juniors, Intermediates*

Prepare a large number of colored cards one inch square of the following colors: green, dark gray, brown, blue, red, and white. Tack these to trees, stick them under bark, and otherwise scatter them through the woods in a limited area.

Send out the players to hunt the cards. The colors score in the order of visibility as follows:

Green .....	6 points
Gray .....	5 points
Brown .....	4 points
Blue .....	3 points
Red .....	2 points
White .....	1 point

At the end of one hour the players turn in their cards and the player with the highest score wins.

In camp it is well to have the units, such as tent or cabin groups, compete. The individuals in each unit assemble their cards and turn them in.

### Snow Hunting the Lion

*Winter Camp, Hike*

*Juniors to Seniors*

This is an excellent winter game of the fighting type that boys enjoy. Select one of the players to act as lion and send him out in the woods to hide. He of course leaves a snow trail behind him. After about a half-hour the hunters start out, each equipped with snowballs.

The lion selects a hiding place where he is not only carefully concealed but protected from the snowball shots. By back-tracking, he can easily surprise the hunters who, seeing the track ahead, may come very close without noticing the lion.

When the hunters approach, the lion attacks them by throwing snowballs at them, and all who are hit are killed and thus eliminated from the game. When the lion is hit, he is wounded but not killed until hit three times.

**VARIATION FOR SUMMER.**—Give each hunter one old tennis ball, and the lion about a dozen balls. The lion lays a corn trail. A hunter may throw his tennis ball only once. Thrown balls cannot be picked up and thrown again.

### Penny Hike

*Club*

*Juniors to Seniors*

This is a hiking idea for the city streets. The players divide into two groups. Both leave a headquarters at the same time, going in separate directions. At each corner they come to a penny is tossed, and if it comes up heads they turn to the right, but if it comes up tails they turn to the left.

At the end of one-half hour they return by the most direct route to the headquarters, and the team reaching it first wins.

Their fate, of course, depends upon where the penny leads them. Some may find themselves far from the headquarters at the end of the half hour, and others may be only a block away.

### Finding the Light

*Camp, Hike*

*Juniors, Intermediates*

This is a game for a very dark night. A player with a flashlight goes out a few hundred yards across the fields and shines his flashlight for about ten seconds, then extinguishes it and does not shine it again.

The players study the location and estimate the distance, then set out to the spot where they think the light was shown, each endeavoring to be the first to reach the player with the light. The one getting there first is given the light for the next game.

### Firefly

*Camp, Hike*

*Juniors, Intermediates*

This is a game similar to Finding the Light and requires a dark night and a smooth, level field about ten acres in size. One player goes out with a flashlight, and when some distance away from the players, flashes the light a time or two. The players all dash for the player, who in the meantime, slips away and shines the light from an unexpected spot. The light must be shown at least every thirty seconds. The one wins who first touches the player with the light.

### OTHER SCOUTING AND STALKING ACTIVITIES

Watermelon Tree.

Mounted Little Treasure.\*

Find the Treasure.

Mounted Hare and Hounds.\*

Gathering the Yarn.

Mounted Map Race.\*

Follow the Odor.

Mounted Paper Chase.\*

The Sleeping Scout.

Siberian Man Hunt.\*

Mounted Treasure Hunt.\*

\* Described in *Active Games and Contests*.



## CHAPTER XVIII

### PICNIC AND OUTING ACTIVITIES

LIKE Napoleon's army, picnics have been supposed in the past to "live on their stomachs." Good food and plenty of it is an essential to a successful picnic, but it is far from the whole picture, or even the most important element in it.

Picnics require *activities*—a carefully planned and skillfully directed program of activities challenging to all ages and types of people represented. Merely gathering in a secluded spot in the woods and eating together may be pleasant, and perhaps satisfying to some, but it will scarcely send the group home with spirits heightened, troubles forgotten, *esprit de corps* strengthened, and group unity and solidarity more closely welded, to the extent that a picnic is expected to accomplish.

A picnic should mean playing, laughing and frolicking together, as well as eating together. In common with all social gatherings the secret of success is activities compelling to and fitting the nature and temper of the particular group represented. Such a program calls for careful planning.

Toward this end a number of committees will be needed to plan for the various phases of the picnic.

*Committees.*—A general committee of a small number of people should be in charge of the entire organization, headed by a chairman who appoints the other committees and is generally responsible for their functioning. Frequently this general committee is composed of the chairmen of the sub-committees.

The general committee should be assisted by a *Grounds Committee*, *Transportation Committee*, *Refreshment Committee*, *Prize Committee*, and *Program Committee*.

*Location.*—A quiet secluded spot should be selected for the picnic, away from the highways and protected from unwanted visitors. A woodland area with ample shade is essential, and bathing facilities are always desirable although not absolutely necessary. Commercial amusement parks should be avoided.

There should be ample level space for the activities. Shelter, cooking facilities, water, rest rooms, and toilet facilities are items which should not be overlooked. Shelter in case of rain is important.

The grounds committee has as its duty the locating and engaging of the grounds and *the clean up afterwards*.

*Refreshments.*—No discussion of refreshments is necessary here other than a word in behalf of mothers and housewives who are frequently called upon to labor for a day beforehand cooking and baking the food they are asked to bring. These mothers should find in the picnic a day of rest and escape from kitchen and household duties, and consequently the refreshments should be so planned as to require a minimum of effort on their part.

*Prizes.*—Prizes should be provided for as many of the events as possible. Expensive prizes, however, should always be avoided and money prizes never considered. Such prizes induce expert athletes and star performers from the community to come and compete, much to the destruction of the *esprit de corps* of the rank and file of the picnickers. If the program is worthy, and properly conducted, people will not need to be coaxed into action by prizes—they will enter the events prize or no prize, and will be happier in defeat if no valuable prize was at stake. The prizes should therefore be inexpensive and serve merely as a pleasant token for having won the event.

The prizes should not be given out until near the end of the picnic. This helps to hold interest to the end.

It should be remembered that young children do not comprehend the winning angle of play or understand the giving of prizes only to the few that win. Consequently, there should be gifts for all the little ones, such as lollypops, and their play should not be of the competitive nature.

*Organization of the Program.*—If at all possible, an expert director for the program should be provided. The handling of large numbers and the organizing and directing of the many activities is no easy task and calls for specialized skill. People will respond more readily to a person whom they understand to be expert. Frequently such an expert can be obtained from the municipal recreation department. If this is impossible, expert assistance should be sought by the program committee and such assistance and advice is usually available for the asking at recreation department offices. Kits of equipment are frequently available also.

The program should be carefully built and each activity scheduled at a definite time. Leaders should be assigned for each activity and carefully schooled beforehand as to just what their duties are. Without coaching in precise details, the leaders will probably disappoint.

All equipment should be on hand and in place before the group arrives. Any adequate program will call for considerable equipment and the lists of needed articles should be carefully worked out and the various items assigned to those who are to provide them.

Announcers with megaphones should be provided to assist the program director in organizing the events, informing the spectators as

to what is happening, and announcing the winners. The announcer should have a strong voice and a pleasing, likable personality.

It must be remembered that activities must be provided for all ages and both sexes. There are two methods of organizing the picnickers for the activities: One is to divide into groups which stay together in all activities throughout the day, each group being composed of all ages and sexes. In such an arrangement, events must be picked in which all ages can engage with satisfaction. In the second plan, activities are provided for the various age levels. While the sexes are together in some events, they are separated for most of the activities. The following age groupings should be kept in mind in building the program:

Little tots under 5 years  
Ages 6 to 9 years  
Ages 9 to 12 years  
Ages 12 to 15 years  
Ages 15 and over  
Adults

*Schedule for the Day.*—The skeleton schedule for an all day picnic runs as follows:

10:00 to 12:00	Games: playground ball, volleyball, kick baseball, horseshoe pitching, dart throwing, etc.
12:00 to 1:30	Lunch.
1:30 to 2:00	Speakers, announcements.
2:00 to 4:00	Novelty contests—prize events.
4:00 to 6:00	Swimming and water events, or mass games.
8:00 to 11:00	Dancing, or Council Fire with dual contests and challenges.

*Points to Remember.*—

1. See that the program starts on time—nothing is so defeating as delay in starting.
2. Provide some free time, usually after the scheduled activities and strenuous events. Don't crowd every minute full.
3. Don't schedule more events than can be conducted easily in the time available. Allow for getting the events started—picnickers do not move into position as rapidly as experienced competitors.
4. Speeches are acceptable provided they are short.
5. The aim should be to get everyone into some event. There will be some however who will refuse—don't force them.
6. Eating contests usually have unhappy consequences. A good program is possible without them.
7. Don't fail to have a guessing contest and a scramble or two. These give prizes to those who might not win them otherwise.

## PICNIC ACTIVITIES

Picnic events should be simple and call for skills already developed—there is no fun in trying difficult stunts and losing repeatedly before a crowd of one's friends.

Activities with a *dramatic* element should be sought. That is, the spectators should enjoy them as much or more than the participants. Novel events with a humorous element are ideal. Straight athletic competition is better adapted to other situations than to picnics. The unorthodox and the unstandardized is the picnic type. An egg-throwing contest is better than a shot put, a potato-tossing contest is better than a baseball throwing contest, a pumpkin hustling contest is better than a ball-passing relay. The more ridiculous the situation created by the contest the better.

The pages of this book and of *Active Games and Contests* are replete with activities excellent for picnic use. *The few activities described in this chapter are by no means intended to be adequate for a picnic program. They are merely a few suitable contests not classified in the other chapters.*

We shall describe these few events first and then list the picnic activities described in this book and in *Active Games and Contests*.

## Guessing Contests

### *Picnic, Party*

### *Juniors to Adults*

Every picnic should have a guessing contest, probably more properly called an estimating contest. Such contests are also popular at parties and carnivals. Do not announce the winner until the end of the picnic or party—this helps to keep up interest to the end.

Give each person a slip on which to write his guess and his name. If there is danger of persons putting in more than one slip, the slips may be numbered and the person's names recorded as the slips are given out, or each may be asked to state his guess to a recorder who records it on a large card.

Any of the following contests may be used:

**BEANS IN A BOTTLE.**—How many beans are there in the bottle?

**KISSES IN A JAR.**—How many kisses are there in the candy jar? The winner gets the jar.

**PEANUTS IN THE BAG.**—How many salted peanuts in the cellophane bag? The winner gets the bag.

**CHERRIES IN THE PIE.**—How many cherries went into the pie? The winner gets the pie.

**SEEDS IN THE WATERMELON.**—How many seeds in the watermelon? The winner gets the mate to the watermelon.

**CHICKEN FEED IN THE PAN.**—How many kernels of chicken feed are there in the pan? Use candy corn. The winner gets the candy.

**APPLES IN THE BASKET.**—How many apples are there in the basket? Put a few crab apples under the surface row. The winner gets the apples.

**CORN ON THE COB.**—How many kernels are there on the corncob?

**FRECKLES ON THE BOY.**—How many freckles are there on the head of the freckled boy? Walk the boy around the circle once, then hide him until the guessing is over.

**SHOTS IN THE SHELL.**—How many buck shots are there in the shotgun shell?

**WEIGHT OF THE PUMPKIN.**—How much does the jumbo pumpkin weigh?

**WEIGHT OF THE PIG.**—How much does the pig weigh?

**WEIGHT OF THE TURKEY.**—How much does the turkey weigh? The winner gets the turkey.

**WEIGHT OF THE HAM.**—How much does the ham weigh? The winner gets the ham.

**HEIGHT OF THE TREE.**—How high is a specified tree?

**WORDS ON THE PAGE.**—How many words on the magazine page?

**SPOTS ON THE DOG.**—How many ticks on the English setter or spots on the English coach dog? Walk the dog around the lot once.

**NAILS IN THE CAN.**—How many nails are there in the can? Fill a gallon can with nails of various sizes.

**PETALS ON THE CHRYSANTHEMUM.**—How many petals on the chrysanthemum? The winner gets a bouquet of chrysanthemums.

## Scrambles

### *Picnic*

*All Ages*

No picnic is complete without its scrambles—peanut scrambles, apple scrambles, wrapped candy scrambles, lollipop scrambles, penny scrambles. The method of conducting these has already been described under Scrambles (page 91).

## Lucky Spot Contest

### *Picnic*

*Juniors to Adults*

Early in the picnic announce that there is a lucky spot on the grounds and some time during the day the signal will be given and the person standing on or nearest the spot will win the prize. Postpone giving the signal until late in the picnic in order to keep up interest to the end.

## Watermelon Tree

### *Camp, Picnic*

*Juniors to Adults*

This is unexcelled as a novelty contest for a summer camp or picnic. In camps it has often held interest for two or three days when the watermelon has been carefully hidden.

At the evening meal make an announcement on the order of the following: "Mr. ———, the naturalist, in roaming about the camp-site (or picnic grounds) has discovered a very rare tree, a tree never before seen in these parts. In fact, he can find no record of its existence any place else in the world. This tree has the remarkable quality of growing watermelons. The watermelons grow in plain sight and near the ground, not higher than ten feet from the ground. The most remarkable feature about the watermelons is that they grow in burlap sacks. Anyone finding the tree can have the watermelon."

The watermelon sack should be carefully hidden, but so placed that it can be seen clearly from some angle.

### Treasure Hunts

The various methods of conducting these events are described elsewhere in these pages under the headings of Treasure Hunts and Little Treasures (pages 308 and 311). The latter is a particularly satisfactory type of treasure hunt for picnics.

#### Find the Treasure

*Picnic*

*Juniors to Adults*

The usual type of treasure hunt with many signs along a long trail is too time-consuming for use at picnics, and should give way to a hunt in which there are no signs and the treasure can be found in a short period. Hide the treasure within a limited area and simply state that there is a treasure hidden within the area and whoever finds it may have it.

### Hat Scramble

*Playground, Club and Picnic*

*Juniors, Intermediates*

Establish a goal line and arrange the players behind it. Place the hats or caps of the players in a pile a hundred feet or so in front of the goal. The player runs to the pile, finds his hat and returns to the goal line. Players securing other players' hats may throw them as far away from the pile as they choose. The last player over the goal must pay a forfeit. (See Chapter XI, "Forfeits for Social Gatherings.")

### Egg Throwing Contest

*Picnic, Camp*

*Juniors to Adults*

Partners stand facing each other on lines fifteen feet apart. One throws an egg to the other who catches it. All are then instructed to take one long step back and Number 2 throws the egg to Number 1. They then take another step back and repeat, thus continuing to move back. When an egg is broken either in catching it or by allowing it to drop, the couple is eliminated. The pair wins that throws and catches the egg at the longest distance without breaking it.

This is a messy contest and hard on clothes, but much enjoyed nevertheless.

### Rolling Pin Throwing

*Picnics*

*Adult Women*

Make a dummy husband by stuffing a burlap sack or pillow slip and tie it to a sapling or pole, or set it on a chair. Put a hat on the dummy and a corncob pipe in his mouth. From a throwing line about twenty feet away, the women take turns in throwing a rolling pin at the dummy. Each is given five (ten) throws and earns one point for each solid hit. The one with the most points wins.

### Pumpkin Hustling Relay

*Party, Picnic*

*Juniors to Adults*

This is particularly appropriate for the fall of the year, around Hallowe'en time. Divide the players into two teams and line them up facing each other. Give the end player of each team a large pumpkin. At the signal the first player of each team runs entirely around his team and back to place, giving the pumpkin to the second player who repeats. Continue until all have run. The team finishing first wins.

### Paper Plate Sailing

*Picnics*

*Juniors to Adults*

Standing on the throwing line, each player sails a paper plate for distance. Each has three throws and the one wins who sails the plate the farthest.

*Paper Plate Toss.*—Place a bushel basket on the ground and mark a throwing line about fifteen feet from it. The players toss paper plates attempting to put them in the basket. Each is given five throws. The one wins who puts in the most plates.

### Potato Tossing

*Picnic*

*Juniors to Adults*

Set a barrel on the ground and establish a throwing line about thirty feet away. The players take turns in tossing twelve potatoes into the barrel. The one tossing in the most wins.

### Cigar Race

*Picnic, Club*

*Seniors to Adults*

Three parallel lines are drawn twenty yards apart—the starting line, the cigar line, and the match line. Opposite each man standing on the starting line a cigar is placed on the cigar line and two matches on the match line. At the signal the men run to the cigar line and pick up the cigar, then to the match line and pick up a match. They light the cigar before leaving the match line and return to the starting line puffing strenuously. *Only one hand may be used throughout and*

*the hand may not touch the cigar after the player has left the match line.* The one finishing first with the cigar lighted wins.

### Pipe Lighting Race

*Picnic, Playground*

*Adults*

Collect the pipes from the men who smoke them, or better still provide clay or corncob pipes for all. Place the pipes in a row twenty feet from the starting line; place the tobacco on a line twenty feet farther on and the matches on a line twenty feet still farther. At the signal the players run forward, pick up a pipe, run to the tobacco and fill it, and then to the matches and light it. Each must have it lit before starting back and must not touch it with his hands coming back—he keeps it in his mouth and puffs strenuously. The one finishing first with a lighted pipe wins.

### Male Beauty Contest

*Picnic, Party*

*Juniors to Adults*

Provide cream, face powder, rouge, lipsticks, and eyebrow pencils, and allow ten minutes for the girls to “make up” their partner’s face. Appoint a committee of judges to pick the prize-winning beauty.

### Pig Calling Contest

*Picnic, Camp, Council Ring*

*Juniors to Adults*

Each contestant is given thirty seconds to call the pigs and a committee of judges pick the one who makes the loudest and most characteristic call.

This is an excellent council-fire event for a boys’ summer camp, provided that a few farmers are called in to put on a demonstration pig calling contest a day or two before the campers’ contest is staged. The boys pick up the call quickly and will practice strenuously if the contest is announced on the night of the farmers’ demonstration. Ask the farmers back to act as judges for the campers’ contest.

**CALF CALLING CONTEST.**—This is conducted in the same way as the Pig Calling Contest except that the contestants call the calves.

**CHICKEN CALLING CONTEST.**—Call chickens instead of pigs.

### Laundry Race

*Playground, Picnic*

*Adult Women*

Each woman is given a pan with six ordinary clothespins in it which she places on the starting line in front of her. Fifty feet away a clothesline is suspended. At the signal each picks up one clothespin, runs to the clothes line and pins it on, keeping one hand behind her back in so doing. She then returns for another pin, and so on until all pins are attached. The one wins who first returns to the starting point with all six pins fastened to the line.



### Husband Calling Contest

*Picnic, Council Ring*

*Adult Women*

Each woman is given thirty seconds to call her husband to dinner. The judges pick as the winner the one who makes the loudest and most effective call.

### Husband and Wife Race

*Picnics*

*Adults*

This is mentioned merely because of its traditional connection with picnics. Each husband and wife join hands at the starting line, and at the signal run to the finish line. Fifty yards is far enough.

### Blind Horse and Jockey Race

*Picnic, Club*

*Father and Son*

This is an event for father and son and is a great fun-maker for the spectators. Blindfold both the fathers and the sons. The fathers drop to all fours or to hands and knees as they prefer, and the sons mount their backs. At the signal they race to the finish line about one hundred feet distant. If anyone gets there first he is the winner.



VARIATION.—Blindfold the horse only and let the jockey steer him by giving commands.

### One Long Potato Peel

*Picnic, Party*

*Adults*

This is a good contest for the men. Give each man a potato and a dull paring knife. At the signal each pares his potato in an effort to peel it closely having one continuous strip of peel. The one wins who finishes first with the skin in one continuous strip.

VARIATION.—Divide into couples. The woman holds the potato which the man peels.

### Greased Pig Contest

*Camp, Picnic*

*Intermediates to Adults*

This excellent contest has unfortunately been confined to rural picnics in the past, but it has no superior as a novelty contest for a boys' summer camp or picnic of city folks. There are few events that so challenge and enthuse city boys in a summer camp as this one. A nearby farmer will gladly cooperate in loaning a pig.

The size of the pig depends on the age of the players. Too large a pig will probably get away unless the area is fenced in and too small a pig is too easily captured. Pigs four to six months of age are the usual type. Grease the pig well with lard, particularly his rear quarters and ears. Put him in a burlap sack and carry him to the center of the area. The players form a circle around the pig and at least fifty yards away from him.

Let the pig out of the sack and give him a spank with a stick and the chase is on. The one wins who captures and holds him in the air for a count of five. The pig is best retrieved by holding him by the hind legs.

When there is a fenced-in area about fifty yards square, this event may be staged with two competing, or it may be staged on a time basis with one player in the arena at a time. In this case several pigs will be needed.

### Sock Darning Contest

*Party, Picnic*

*Adult Women*

Give each woman a sock with a hole in it about an inch in diameter, some yarn, and a darning needle. At the signal they darn the socks and the one finishing first wins, provided the sock is neatly and completely darned.

### Greased Pole Contest

*Summer Camp, Picnic*

*Intermediates to Adults*

This event is always popular as a novelty in summer camps and at picnics. A smooth peeled pole five to six inches in diameter is needed, extending out of the ground twenty feet. Grease it well with axle grease. Tack three or four strips of colored cloth at the top.

The contestants, dressed in trunks only, take turns in climbing the pole. The one wins who secures a piece of the colored cloth. If more than one reach the top, they climb again for the prize.

The greasing of the pole is essential not only to make the stunt difficult enough, but to prevent body burns from the pole.

### Fire Bucket Relay

*Picnic, Playground*

*Juniors to Adults*

Arrange the teams in parallel files. Fifty feet from the starting line mark a turning line. Give the first player of each team a bucket filled to exactly four inches of the top.

At the signal the bucket is passed down the line to the last player who runs to the turning line with it and back to the head of the line, starting the bucket down the line again. Continue until original player is at the head of the line. The team finishing first wins, provided not more than one inch of water has been lost from the bucket.

### Sawdust Relay

*Picnic*

*Juniors to Adults*

Arrange the teams in parallel lines. Place a box of sawdust beside the first player of each team and a large fruit jar beside the last. Give the first player six large spoons.

At the signal the first player of each team fills a spoon with sawdust and hands it to the second, who passes it on. The first player immediately fills the second spoon and starts it down the line, and so with all the remaining spoons. The last player deposits the sawdust in the fruit jar and starts the spoon back. Spoons are thus going in both directions. Time is called at the end of two or three minutes and the team that has the most sawdust in its jar wins.

The spoons must be handled by the handle only.

### Junk Man's Relay

*Picnic, Playground, Gymnasium*

*Juniors to Adults*

Arrange the teams in Shuttle-Relay fashion. In front of the first player of each team place a pile of sundry articles, more than he can hope to carry conveniently, such as a folding chair, an automobile tire, two long poles, an old coat, a basketball, and a football. The aim should be to provide bulky and unwieldy articles rather than heavy ones.

At the signal the first player of each team picks the articles up, runs to the second player and gives them to him. The second player carries them to the third, and so on until all have run. The team that finishes first wins.

### SUGGESTED PICNIC ACTIVITIES

The following activities are suggested for use at picnics. Those marked with an asterisk are described in *Active Games and Contests*; otherwise they will be found in this book.

It will be found that many of these events are described in other chapters as party events or dual contests. Most of the relays referred to are described under the name of the event in Chapter XIV, "Active Dual Contests." The leader will have no trouble in adapting these games to picnic use, or in adapting the dual contests to the relay plan.

### Games for All

Dart Throwing.

Dart Baseball.

Horseshoe Pitching.\*

Chair Quoits.

Playgroundball.\*

One Old Cat.\*

Rotation.\*

Hand Baseball.\*

\* Described in *Active Games and Contests*.

Kick Baseball.*	Balloon Volleyball.
Donkey Baseball.*	Wheelbarrow Polo.*
Croquet Golf.*	Kiddy Kar Polo.*
Tire Golf.	Tetherball.*
Sponge Badminton (with Paddles).*	Ten Catches.*
Push Ball (with cage ball).*	Deck Tennis.*
Push Balloon.	Skiddles.
Volleyball.*	

### Special Features for All

Guessing Contest.	Little Treasures.
Watermelon Tree.	Scrambles.
Find the Treasure.	Lucky Spot Contest.

### Picnic Events for Men

#### Contests

Straight Running Race.	Through the Tire Relay.
Walking Race.*	Necktie Relay.
Brick Walking Race.	Fire Bucket Relay.
Sack Race.	Golf Putting Contest.*
Pail Running Race.	Tumbler Golf.
Cigar Race.	Golf Target Board Putting.
Pipe Lighting Race.	Potato Tossing.
Dizzy Izzy Race or Relay.*	Egg Throwing Contest.
Balloon Kicking Race.	Pig Calling Contest.
Balloon Butting Relay.	Greased Pig Contest.
Donkey and Rider Race (Father and Son).*	Potato Jab.
Blind Donkey and Rider Race (Father and Son).	Paper Plate Sailing.
Fluffy Race.	Baby Bottle Contest.
Rubber Band Contest.	Jug Balancing.
Husband and Wife Race.	Spike Driving Contest.
Barrel Rolling Relay.*	Cross-cut Saw Contest.
Pumpkin Hustling Relay.	Scooter Race or Relay.*
	Bag Throwing.

#### Combats

Hat Boxing.	Balloon Busting.
Chef's Hat Boxing.	Balloon Boxing.
Tilting.*	Balloon Battle Royal.
Parlor Tilting.	Swatter Boxing.

#### Team Games

Tug-of-War.*	Wheelbarrow Polo.*
Rush Tug-of-War.*	Donkey Baseball.*
Kiddy Kar Polo.*	Volleyball.*
Broom Hockey.*	

\* Described in *Active Games and Contests*.

## Picnic Events for Boys

### *Contests*

- |                          |                                 |
|--------------------------|---------------------------------|
| Straight Running Race.   | Seven Standing Broad Jumps.*    |
| Backward Race or Relay.* | Broomstick Throw for Distance.* |
| Lame Dog Race.           | Four-way Tug.                   |
| Sore Toe Race.           | Bicycle Slow Race.*             |
| Back-to-Back Race.       | Bicycle Plank Ride.*            |
| Siamese Twins Race.      | Paper-Throwing Contest on Bi-   |
| Rolling Race.            | cycles.*                        |
| Wheelbarrow Race.        | Log Chopping with Hand Axe.     |
| Broom Riding Race.       | Paper Plate Sailing.            |
| Tin Can Stilt Race.      | Potato Jab.                     |
| Obstacle Race.*          | Jug Balancing.                  |
| Stilt Race.*             | Egg Throwing Contest.           |
| Goat Butting Relay.*     | Paper Plate Toss.               |
| Dizzy Izzy Relay.*       | Shoe Scramble.                  |
| Tire Rolling Relay.*     | Greased Pig Contest.            |
| Rubber Band Contest.     | Greased Pole Contest.           |
| Brick Walking Race.      | Best Coat of Tan.               |
| Potato Carrier's Relay.* |                                 |

### *Combats*

- |                    |                       |
|--------------------|-----------------------|
| Hat Boxing.        | Balloon Boxing.       |
| Chef's Hat Boxing. | Balloon Battle Royal. |
| Tilting.*          | Swatter Boxing.       |
| Parlor Tilting.    | Barrel Boxing.        |
| Pillow Fighting.*  | Smudge Boxing.        |
| Tire Wrestling.    | Cane Fight.           |
| Balloon Busting.   | Hanker Fight.         |

### *Team Games*

- |                     |                              |
|---------------------|------------------------------|
| Playgroundball.*    | Mounted Tug-of-War.*         |
| Volleyball.*        | Broom Hockey.*               |
| Balloon Volleyball. | Sponge Badminton (paddles).* |

## Picnic Events for Women

### *Contests*

- |                           |                           |
|---------------------------|---------------------------|
| Husband Calling Contest.  | Pueblo Water Maiden Race. |
| Rolling Pin Throwing.     | William Tell Race.        |
| Balloon Sweeping Contest. | Candle Relay.             |
| Balloon Blowing Race.     | Husband and Wife Race.    |
| Balloon Kicking Race.     | Needle Threading Race.    |
| Laundry Race.             | Button Sewing Contest.    |

\* Described in *Active Games and Contests*.

One Long Potato Peel.  
 Sock Darning Contest.  
 Hat Trimming.  
 Sawdust Relay.  
 Beanbag Board Toss.  
 Beanbag Tire Toss.\*  
 Candy Tug-of-War.  
 Paper Plate Sailing.

Golf Target Board Putting.  
 Tumbler Golf.  
 Golf Putting Contest.\*  
 Potato Tossing.  
 Codeball Kick for Distance (use  
 soccer ball).\*  
 Ball Roll for Accuracy.\*

#### *Team Games*

Balloon Volleyball.  
 Kick Baseball.\*

Hand Baseball.\*  
 Sponge Badminton (paddles).\*

### Picnic Events for Girls

#### *Contests*

Straight Running Race.  
 Snake Walk.  
 Broom Riding Race.  
 Paper Walking.  
 Candle Relay.  
 Lighting Candle Relay.  
 Potato and Spoon Relay.  
 Balloon Blowing Race.  
 Balloon Kicking Race.  
 Balloon Butting Contest.  
 Fluffy Race.

Nose Potato Rolling.  
 Back-to-Back Race.  
 Pueblo Water Maiden Race.  
 William Tell Race.  
 Rope Skipping—Thirty Seconds.\*  
 Scooter Race.\*  
 Chewing Gum Contest.  
 Taffy Eating Relay.  
 Paper Plate Sailing.  
 Rolling Tire Target Toss.\*  
 Beanbag Tire Toss.\*

#### *Team Games*

Balloon Volleyball.  
 Volleyball (use sport ball).\*

Sponge Badminton (paddles).\*  
 Newcomb.\*

### Picnic Events for Boys and Girls, Men and Women

#### *Contests*

Match Box Race or Relay.  
 Potato and Spoon Relay.  
 Pillow Case Relay.  
 Lip Card Contest.  
 Broom Riding Relay.

Bicycle Tire Relay.\*  
 Bag Bursting Relay.  
 Sir Walter Raleigh Relay.  
 Suitcase Relay.

#### *Team Games*

Balloon Volleyball.  
 Hand Baseball.\*

Kick Baseball.\*  
 Spongball.\*

\* Described in *Active Games and Contests*.

### Picnic Events for Little Tots

Scrambles.	Balloon Batting Race.
Candy Grabbing.	Squirrels in Trees.*
Rope Skipping.*	Drop the Handkerchief.*
Beanbag Board Toss.	The Shepherd and the Wolf.*
Scooter Races.*	Old Mother Witch.*
Trundle Wheel Relay.*	Sheep, Sheep, Come Home.*

### Water Events for Picnics

#### *Contests*

Banana Eating Race.*	Water Balloon Pushing Race.*
Umbrella Race.*	Disrobing Race.*
Candle Swimming Race.*	Threading the Needle Under
Japanese Lantern Race.*	Water.*
Table Waiter Race.*	Sunken Treasures.*
Straw Hat Race.*	Inner Tube Race.*
Spoon and Egg Race.*	Tin Horn Relay.*
Fan Race.*	Clowning.*
Newspaper Race.*	Water Tug-of-War.*

#### *Games*

Watermelon Scramble.	Water Dodge Ball.
Live Duck Scramble.	Water Knights.
Water Push Ball.	Water Volleyball.
Water Pillow Fighting.	Water Baseball.
Canoe Tilting.	

### Council Fire Events

See Chapter XIII, "Dramatic Contests and Stunts," Chapter XIV, "Active Dual Contests," and Chapter XV, "Combative Games."

### In Case of Rain

See Chapter VII, "Rotative Party Games and Contests."

\* Described in *Active Games and Contests*.

## CHAPTER XIX

### AUTOMOBILE GAMES AND CONTESTS

THE tediousness of long automobile and train trips for children may be greatly relieved by the use of games utilizing objects seen along the road. These games not only bring joy and cause the weary miles to pass unminded, but may be of distinct educational value as well.

While many of the quiet games of the home may be transplanted to automobile or train, the best games and contests are those which are related distinctly to the trip, and which stimulate keen observation of objects seen along the way.

#### Automobile Twenty-one

*Automobile Trips*

*Juniors to Adults*

The players take turns in watching the license plates of approaching cars; if there are two players, each watches every other car and if there are three each takes every third car.

The players look for the numeral 1 until they find it in the license plates; then they look for the numeral 2, and so on. Only one numeral may be taken from one license plate. Each player calls out the number as he finds it. The player wins who reaches twenty-one (or eleven) first. In looking for numbers with two digits such as 10 and 11, the two digits of the number may appear in any position on one license plate and not necessarily in order; that is, the player looking for 10 would score on a license plate reading 709,615.

Parked cars and those moving in the same direction as the players are not considered. If the traffic becomes heavy, only every third car may be considered. It is well to call time out in going through cities and villages.

#### One Hundred Points

*Automobile Trips*

*Juniors to Adults*

As a car approaches, the first player reads the license number, adds up the digits, and then credits himself with the total. The total of the first and last digits of the next car are credited to the second player, and so on. The player who reaches one hundred points first wins. Only cars going in the opposite direction are counted.

VARIATION.—Read the entire number and add up the digits. The one wins whose license number adds to the greatest total. It will often be difficult to read the entire number on a swiftly approaching car, but this difficulty leads to alertness. Of course, if all of the players



are satisfied that it is impossible to read a number because the approaching car is moving too swiftly, the player is privileged to skip this car and read the license on the next.

### Signboard Letters

*Automobile, Train*

*Juniors*

If there are two children, one watches the billboards on one side of the road, and the other those on the other side. When there are more than two, they take turns in watching the boards as they appear, one player watching the first, the second player the second, and so on.

Each player scans the billboards for the letters of the alphabet, looking for the letters in the order in which they come in the alphabet. When a player finds the letter A, he looks for B, and so on. The player calls the letters as he finds them. Only one letter may be taken from a billboard. The player completing the alphabet first wins. The contest will proceed rather rapidly until the letters rarely used are being looked for, such as X and Z.

### Alphabet Objects

*Automobile, Train*

*Juniors to Adults*

As they ride along, each player looks first for an object beginning with the letter A, such as an apple tree or automobile; next for an object beginning with B, such as a bird or bungalow. The player first completing the alphabet, with the exception of X and Z, wins. The first player calling an object as they pass it is entitled to it and the others must look for another object.

### Animals by the Road

*Automobile, Train*

*Juniors to Adults*

While riding in an automobile or on a train, one player watches one side of the road or track and the other the other side. Each cow or horse seen counts one point, and each pig, sheep, dog, or cat seen counts two points. A white horse, however, counts ten points. If a herd of animals numbering more than ten is seen, only ten points are counted. *Cemeteries symbolize bad luck and count ten off.* The player wins who scores one hundred first.

### Guess the Car

*Automobile Trips*

*Juniors to Intermediates*

Each player selects a certain make of car. Each picks a different make, of course. They watch the passing cars and each player scores one point when a car of his make passes. The player wins who first scores twenty-one points. Parked cars are not considered.

**VARIATION.**—When a car appears in the distance each player calls quickly a make of car. The one calling a certain make first is entitled

to it. The player guessing the right make scores one point. The one reaching twenty-one first wins.

*Automobile Trips* **Ten Pairs** *Juniors to Seniors*

Each player picks a digit for which he looks on the license plates of passing cars—one may look for “8,” another “7,” and so on. When a player finds a pair of the digits he has chosen on a license plate, he scores one point. Three digits of a kind on one license plate score a pair and a half. The player finding ten pairs first wins.

**Parts of the Car**

*Automobile* *Juniors to Intermediates*

One player thinks of a part of a car and tells the first letter of the word. For example, he thinks of “Throttle” and says it begins with T. Each player guesses in turn, and the one who names the part wins and selects the next part. If no one guesses it in three guesses apiece, the player who selected the part wins and selects another part.

*Automobile Trips* **License Plate Poker** *Juniors to Adults*

This interesting game is based on the card game of poker. The first player watches the license plate of the first car which passes, the second player the second car, and so on. When all have seen a license plate they compare their numbers and the one wins who has the best “hand of poker.” For example, a license plate reading 731391 would entitle the player to claim two pairs.

**Ghost**

*Automobile Trips, Parties, Home* *Juniors to Adults*

There is no better game for an automobile trip than Ghost. This excellent game has many uses, but in few situations is it more enjoyed than when riding in an automobile. The complete description of Ghost is given on page 146 in Chapter VIII, “Mental Play.”

**OTHER AUTOMOBILE AND TRAIN GAMES**

The following games and contests described in other chapters may be used on automobile and train trips:

Ghost	Cootie
Teakettle	Bumblebee Buzz
Opposites	Tit-Tat-Toe
Advertising Phrases	Square Tit-Tat-Toe
Hangman	Closing Squares
Buzz and Fizz Buzz	Peg Puzzle
The Minister's Cat	Checker Flipping
You Know Me	T Puzzle
Rock, Scissors, Paper	Five in a Row



PART IV

*PLAY ACTIVITIES USEFUL IN TEACHING*



## CHAPTER XX

### *THE PLAY WAY OF TEACHING*

**T**HE modern teacher and leader, whether in school, club, or camp, thinks in terms of making the subject to be taught as intriguing, challenging, and compelling as possible, and consequently the use of games, contests, and dramatization is playing a larger and larger part in the teaching process.

Games may be thought of as falling under two headings: those which are pursued solely for recreation, and those which are used as aids to teaching. The latter type, for the most part, are adaptations of the former, so altered and changed as to meet the needs of teaching the subject at hand.

The chapters which follow are devoted to these teaching games and contests. It will be found that most of these activities have already been described as physical or social play activities. They are repeated here to show how they may be used in the play way of teaching specific subject matter. Many of these adaptations are excellent for purely recreational play.

A reference to the play way of teaching in connection with school subject matter should not be interpreted to mean that all teaching can or should be done by the play way. Teaching games may be used to excellent advantage occasionally, however, and serve to develop an interest in and a liking for the subject.

The play way of teaching is the ideal method of instruction in club and camp, and a knowledge of the play way is particularly essential to camp and club leaders.

The leader must remember, however, that the teaching games can never replace recreational games in the minds of the players. The two types may be confused in the mind of the leader but not by the players. The player is alert enough to know that these are merely devices of the adult to teach the subject. While they are played with enthusiasm, they should always be used along with games of the purely recreational type.

To present all of the possible games and contests for all types of subject matter would necessitate a pretentious book in itself. The following chapters aim to indicate the type of games and contests which may be used in the play way, and to describe a number of particularly effective examples, with the hope that teachers and leaders

will devise play ways of their own to meet their particular needs. A person familiar with the physical and social play described in the foregoing chapters of this book and in *Active Games and Contests* will have a fund of material with which to create the teaching games he may need.

The chapter on "Nature Games and Contests" contains material of particular interest to camp and hike leaders and to all leaders of outdoor recreational organizations. The chapters dealing with knot tying, compass, first aid, and signalling, are designed to meet the needs of such groups as the Boy Scouts, Girl Scouts, Camp Fire Girls, Woodcraft League, and other organizations dealing with subject matter of these general types.

The illustrations of games in the chapters dealing with history, geography, grammar, spelling, arithmetic, and Bible study, will serve to indicate to teachers how they may create play activities in connection with the subject matter they teach, whatever it may be.

## CHAPTER XXI

### NATURE GAMES AND CONTESTS

#### Nature Game Cards

**I**N presenting nature by the use of games and contests, a collection of bird, animal, flower, and tree cards of various sizes is indispensable. The recreational leader will find endless uses for such cards both in educational and social play, and will do well to provide himself with a varied collection to meet the needs of various play situations. The leader who has never experimented with nature cards in games may not realize the joy they bring in social play, or appreciate their educational value.

The use of these cards is by no means limited to players informed on nature lore, or even to those sympathetic toward nature lore—the playing value of these games and contests is so great as to challenge the enthusiasm of all.

Happily, excellent nature cards may be obtained for very little expense, but they usually do not come already prepared for game use. Their preparation, however, is but a task of a few moments. Since leaders frequently have difficulty in locating the sources of nature cards of the desired types, the list below may be of value.

#### *Bird Cards*

1. *Birds We Know*. Woolworth 5 and 10 cent stores. A booklet containing twenty-five 6 x 8 inch colored plates of common birds. Get two books, cut out and paste on cards. 10¢.
2. *American Song Birds*. New York: Singer Sewing Machine Company (149 Broadway). A set of sixteen 4 x 6 inch colored plates of common song birds. Quite satisfactory for game use. Free.
3. *Audubon Bird Cards*. Three sets of 50 pictures each: Spring, Summer, Winter Birds. New York: National Association of Audubon Societies. These are high-class colored plates of postcard size by Allan Brooks. Description on back. \$1.00 each set.
4. Bruce Horsefall, *Bird and Animal Paintings*. Washington, D. C.: The Nature Magazine. A collection of 100 beautifully done color plates  $3\frac{1}{4} \times 4\frac{1}{4}$  inches, with description on back. Cut out and paste on cards. \$1.00.
5. *Bird Cards*. A collection of ten cards of playing-card size distributed free by local Coca Cola bottling companies.
6. *Bird Cards*. New York: Church and Dwight Company (27 Cedar Street). Four sets of 30 cards each, playing-card size, of birds in colors. Contains many rare birds. Buy all four sets and sort out the common birds into a pack for game use. Set No. 1 contains more common birds than the others. 6¢ in stamps per set.
7. *Red Book of Birds of America*, and *Blue Book of Birds of America*. Woolworth 5 and 10 cent stores. Booklets containing 100 birds each, illustrated with colored pictures  $2\frac{1}{2}$  inches square. Buy both booklets, select the pictures of more common birds, cut out and paste on cards. 10¢ each.
8. Julius King, *Birds, Book 1*, *Birds, Book 2*, and *Birds, Book 3*. Cleveland: The Harten Publishing Company. Each book contains about a dozen and a half colored plates of common birds,  $3\frac{1}{2} \times 5\frac{1}{2}$  inches in size. Cut out pictures and paste on cards. 10¢ each.



*Wild Flower Cards*

9. *Wild Flowers We Know*. Woolworth's 5 and 10 cent stores. A collection of about 25 colored plates of flowers, usually 6 x 8 inches in size. Get two copies, cut out and paste on cards. 10¢.

10. *Wild Flowers We Ought to Know*. Woolworth's 5 and 10 cent stores. A collection of about 25 colored plates of flowers, usually 6 x 8 inches in size. Get two copies, cut out and paste on cards. 10¢.

11. *Wild Flower Postcards*. Washington, D. C.: Wildflower Preservation Society (3470 Oliver Street). Beautifully done colored plates of postcard size of about 100 common flowers. 3¢ each card. There are a number of sets of combinations of cards which, when bought in sets, cost 2¢ per card.

12. *Wild Flowers of New York*. Albany: New York State Museum. The colored plates for this big \$6.00 work can be obtained by themselves without the descriptive matter. High-class—beautifully done. Plates alone, \$2.00.

13. *American Wildflowers*. Washington, D. C.: Wildflower Preservation Society (3470 Oliver Street). Sixty-four small colored pictures of flowers with gummed backs, which can be cut out and pasted on cards of playing-card size, or on wall posters. Not particularly effective for game use. 55¢.

14. *Flower Cards*. A collection of ten cards of playing-card size distributed free by local Coca Cola bottling companies.

*Garden Flower Cards*

15. *Flowers in the Garden*. Woolworth 5 and 10 cent stores. A booklet containing fifteen 6 x 8 inch colored plates of flower-garden flowers. Get two books, cut out and paste on cards. 10¢.

16. *Seed and Bulb Catalogues*. Cut out the colored plates of garden flowers from seed and bulb catalogues and paste on cards. Seed stores usually have a collection of colored pictures for window or counter display. Free.

*Vegetable Cards*

17. *Seed Catalogues*. From seed catalogues and seed stores, obtain colored pictures of vegetables and paste on cards. Free.

*Animal Cards*

18. *Wild Animals*. Woolworth 5 and 10 cent stores. A booklet containing twenty-two 6 x 8 inch colored plates of common wild animals. Get two books, cut out and paste on cards. 10¢.

19. *Wild Animals and Domestic Animals*. Two sets of playing card size, 10 pictures each, distributed free by local Coca Cola bottling companies.

20. Bruce Horsefall, *Bird and Animal Paintings*. Washington, D. C.: The Nature Magazine. A collection of 100 beautifully done color plates  $3\frac{1}{4} \times 4\frac{1}{4}$  inches, with description on back. Cut out and paste on cards. \$1.00.

21. J. G. Lawson, *The Book of Dogs*. Chicago: Rand, McNally, and Company. 100 pictures of the different breeds of dogs, varying in size from  $2 \times 2\frac{1}{2}$  inches to  $2\frac{1}{2} \times 3$  inches. Get two books, cut out pictures and paste on cards. 10¢.

*Tree Cards*

22. *American Trees*. Washington, D. C.: Wildflower Preservation Society (3470 Oliver Street). Forty-eight colored pictures of leaves, etc., with gummed backs, which can be cut out and stuck on cards about  $3 \times 5$  inches in size. 55¢.

**Scouting for Nature***School, Club, Camp**Juniors to Adults*

Many leaders fight shy of play of this type because they are not expert in nature, but the leader really does not need to know nature at all to use these games if he prepares his game cards carefully.

Seat the players in a compact group with the leader standing in front.

**SCOUTING FOR BIRDS.**—The leader has a set of colored bird cards four by six inches in size or larger (use sets Number 1 and 2 described above). He holds up the cards, flashing them one at a time, and

the player who names the bird first gets it,—the leader tosses it to him. As soon as a player thinks he knows the bird he shouts the name. The leader must be alert to detect which player calls the name first. The player wins who has the most cards when the contest is over.

The leader should write the name of the bird on the back of each card. He then does not need to look at the picture but can glance at the name as he holds up the card.

SCOUTING FOR WILD FLOWERS.—Same as Scouting for Birds except that flower cards are used. Use sets Number 9 and 10 described above.

SCOUTING FOR GARDEN FLOWERS.—Same as Scouting for Birds, using pictures of garden flowers. Use sets Number 15 or 16 described above.

SCOUTING FOR ANIMALS.—Same as Scouting for Birds, using pictures of animals. Use set Number 18 described above.

SCOUTING FOR VEGETABLES.—Same as Scouting for Birds, using pictures of vegetables. Use set Number 17 described above.

### Nature Card Race

*School, Club, Camp*

*Juniors to Adults*

Line up the teams in file at one end of the room. Ten or fifteen feet in front of them scatter on the floor a number of nature cards of the size of playing cards, with the picture side up. The following contests may be used:

BIRD CARD RACE.—Use sets Number 5, 6, or 7 described above. The leader names a bird and the first player of each team runs to the cards and attempts to find the picture of the bird named and bring it to the leader. The one succeeding scores one point for his team. The player getting his hand on the card first is entitled to it—no fighting for the card is permitted. The card is replaced and another bird is called with the second players running. The team wins which scores seven points first.

FLOWER CARD RACE.—Same as the Bird Card Race using flower cards. Use sets Number 14 or 11 described above.

ANIMAL CARD RACE.—Same as the Bird Card Race using animal cards. Use sets Number 19 or 20.

TREE CARD RACE.—Same as the Bird Card Race using the tree cards. Use set Number 22.

### Nature Symbolism Race

*School, Club, Camp*

*All Ages*

Arrange the teams in file at one end of the room. A few feet in front of them scatter on the floor pictures of birds, or flowers, or animals. The cards should be of playing card size.

The leader calls a word symbolizing a flower (or animal or bird), and the first players of each team run to the cards and attempt to

find the flower (animal, bird) symbolized by the word. For example, the leader might call "Purity" and the player first bringing to him the picture of a lily would score one point for his team. The card is then replaced, another word called and the second players run. The team wins which scores seven points first.

The following words may be used:

*Animals* (Use picture cards Number 19 or 20 described above)

Slyness—Fox	Republicans—Elephant
Fleetness—Deer	Stealthiness—Panther
Industry—Beaver	Fidelity—Dog
Hunger—Wolf	Majesty—Lion, Moose
Gentleness—Sheep	Strength—Ox
Easter—Rabbit	Coldness—Polar Bear
Stillness—Mouse	Spring—Woodchuck

*Birds* (Use picture cards Number 4, 5, 6, or 7 above)

Happiness—Lark	Wisdom—Owl
Spring—Bluebird	Courage—Eagle
Cheer—Robin	United States—Eagle
Summer—Swallow	Craziness—Loon
Persistence—Woodpecker	Trumpeter—Wild Goose

*Flowers* (Use picture cards Number 11, 13, or 14 above)

Purity—Lily	Farewell—Sweet Pea
Easter—Lily	Mother's Day—Carnation
Modesty—Violet	Virtue—Lily
Remembrance—Forget-me-not	Peace—Poppy
Hay Fever—Goldenrod	Contentment—Morning Glory
He loves me, he loves me not—Daisy	Cheerfulness—Chrysanthemum
Spring—Pussy willow	Christmas—Holly, Poinsettia
Innocence—Pansy, Daisy	Sympathy—Rose
Love—Rose	Courage—Carnation

### Nature Old-Sayings Race

*School, Club, Camp*

*All Ages*

This is similar to the Nature Symbolism Race, except that instead of using a word to symbolize the nature object, an old saying is used such as "Still as a mouse."

Select from the cards the picture of the birds, animals, and flowers listed below and scatter them on the floor a few feet in front of the teams. The leader calls the first part of an old saying such as "Sly as a ———." The players of each team run to the cards and attempt to find the picture of the nature object which will complete the old saying. In the above example, the player who first brings to the

leader the picture of a fox scores one point for his team. The card is then replaced, the leader calls another old saying and the second players run. The team scoring seven points first wins.

The following old sayings may be used:

<i>Picture</i>	<i>Leader's Statement</i>
Fox	Sly as a _____
Deer	Swift as a _____
Beaver	Busy as a _____
Wolf	Hungry as a _____
Lamb	Gentle as a _____
Mouse	Still as a _____
Camel	Thirsty as a _____
Panther	Stealthily as a _____
Dog	Faithful as a _____
Lion	Majestic as a _____
Tiger	Fierce as a _____
Lily	Pure as a _____
Rose	Sweet as a _____
Violet	Modest as a _____
Lark	Happy as a _____
Owl	Wise as an _____
Loon	Crazy as a _____

### Nature Snatch Ball

*School, Club, Camp*

*All Ages*

This is similar to the Nature Card Race but is played in the formation used in Snatch the Handkerchief (page 80). Divide the players into two teams and line them in single rank, facing each other and about fifteen feet apart. Scatter small bird, flower, or animal cards on the floor in the center between them—the cards should not be larger than playing card size. Number the players so that the two opposing players holding the same number are diagonally opposite each other.

The leader calls the name of a bird, animal, or flower and then a number. The two holders of the number run forward and attempt to find the card, and then to return to position without being tagged by the other. If one succeeds in returning untagged with a card, the leader inspects it and if it is the correct card, one point is scored for his team. The team scoring ten first wins.

The description of Snatch the Handkerchief should be read.

### Scouting for Nature Words

*School, Club, Camp*

*Juniors to Adults*

The excellent contest already described, Scouting for Words (page 58), can be used to splendid advantage in dealing with nature sub-

jects. In fact the contest is at its best when used in this connection. The description should be carefully read.

### **Auditory Scouting for Nature Words**

*School, Club, Camp*

*Juniors to Adults*

Instead of flashing letter cards as in the usual form of Scouting for Words (page 58), call the letters. While this method is slightly less interesting to the players, it is convenient for the leader in that he can talk along telling his story and call the letters at will whereas if he uses a pack of flash cards he must adjust his remarks to the next letter in the pack.

The leader may start his story by saying "We were on a hike and saw a tree beginning with B." Someone calls "Basswood" and scores one point. The leader continues: "Its wood is S—— (soft) and good for C—— (carving). Beside it was a H—— (hemlock). Its bark is used for T—— (tanning)."

The leader will have to be alert to adjust his story to the answers given. For example, if a player had called "Hickory" instead of "Hemlock" the reference to the use of the bark for tanning would not follow, and would have to be replaced by another.

The player or team scoring the most points wins.

### **Artists of the Zoo**

*School, Club, Camp*

*All Ages*

This is a hilarious event, equally successful as social and educational contest. Divide the players into groups of from four to eight and station them in separate corners of the room. The leader stands in the center. Give each group several sheets of paper and a pencil.

Each group sends one player to the leader. He whispers to them the name of an animal or other nature object—for example, elephant. The players dash back and begin to draw the elephant. As soon as a player thinks he knows the name of the animal from the drawing he runs to the leader and whispers it. If he fails he returns to look again. This continues until someone succeeds. Each time a player of a team names the animal first his team scores one point. Five points win the game. No comments are allowed by the drawer as he is drawing.

The fun in this event centers around the absurdity of many of the drawings. As soon as the animal is named, shouts of ridicule usually go up from the groups.

Most animals have some characteristic which identifies them and the players should seek this characteristic and draw it first. A trunk would identify an elephant without the rest of his body, and likewise a head with whiskers would indicate a cat. The leader should collect

the drawings and discuss them from the standpoint of these animal characteristics.

### Scouting for Nature Facts

*School, Club, Camp*

*Intermediates to Adults*

This contest uses the flash cards containing letters such as are described under Scouting for Words (page 58). The leader asks a question calling for information about some nature object and holds up a card showing the first letter of the name of the object. The player naming it first scores one point. The leader should prepare his questions beforehand and select and stack the cards needed. The following questions will indicate the type:

Name a sweet smelling tree beginning with B. (Balsam.)

Name a fire-by-friction wood beginning with Y. (Yucca.)

Give me a use for white cedar beginning with P. (Posts.)

Give me a use for hemlock bark beginning with T. (Tanning.)

Name a heavy hardwood beginning with I. (Ironwood.)

Name a commercial use for elm beginning with H. (Handles.)

Name something obtained from maple beginning with S. (Sugar.)

Give me a use for birch bark beginning with B. (Baskets.)

Why is dogwood so popular? F. (Flowers.)

What do Indians make their drum frames from? C. (Cedar—Cottonwood.)

### Guggenheim

*(Nature Squares, Versatility)*

*Party, Club, School, Home*

*Juniors to Adults*

When played in the schoolroom or home this contest is usually conducted on an individual basis. In clubs and at parties it is better to use it on a group basis. We shall describe the group plan.

Divide the players into groups of four or five and seat each group at a table, giving each paper and pencils. Ask each group to draw the chart illustrated herewith. Select a five-letter word, such as "cards" and ask them to write it across the top as in the illustration. Then in the column at the left ask them to write the words "trees," "birds," "animals," and "flowers."

	C	A	R	D	S
TREES					
BIRDS					
ANIMALS					
FLOWERS					

Each group then attempts to fill in the spaces with words beginning with the letter at the top of the column and falling under the classification at the left. For example, the first line might contain the following trees: cedar, apple, redwood, dogwood, and sassafras.

Allow five minutes to fill in the words. Then assemble the groups and ask the captain of each to read his words for correction or scoring. There are twenty words needed, and each team is awarded twenty points at the start—deduct one for each incorrect word or blank space.

As described, the contest has to do with nature lore. It can be played with any kind of subject matter. When used as a purely recreational game, it can be centered around an automobile trip: automobiles passed, cities, animals seen, birds or trees seen.

The following suggestions may be interesting to play leaders.

*Nature Lore.*—Birds, trees, wild animals, wild flowers. Fish, reptiles, insects, constellations. Fruits, vegetables, grain, garden flowers.

*Geography.*—Rivers, mountains, lakes, bays. Nations, states, capitals, foreign cities.

*English.*—Authors, poets, orators, playwrights. Poems, novels, dramas, characters of fiction.

*History.*—Presidents, kings, warriors, statesmen. Famous men, famous women, famous martyrs, religious leaders.

*Music.*—Composers, famous compositions, songs, musical terms.

*Physiology.*—Names of organs, bones, muscles, gland, or fluids.

*Art.*—Artists, sculptors, paintings, statues.

*Science.*—Elements, salts, acids, minerals. Fish, reptiles, amphibians, mammals. Prehistoric fish, reptiles, amphibians, mammals. Famous chemists, physicists, biologists, astronomers.

**VARIATION.**—With older players the following method of scoring will be found more satisfactory than the above: Score ten points for each correct name listed that no other player has; nine points for each name listed that only two players have, eight for each name that only three players have, and so on. The score is written in each square over the name and the columns are added.

This method encourages the players to attempt to find unusual and uncommon names, and leads to much thinking.

### Nature Hangman

*Home, School, Club, Informal Play*

*Juniors to Adults*

This contest has already been described as a recreational event (page 144). It is an excellent educational contest usable in connection with almost any kind of subject matter, and is particularly effective in teaching nature lore. Its playing value is such that it is an unusually efficient and enjoyable means of teaching.

The complete description of the game already given should be carefully read. In nature lore, the group might decide on birds as the subject, and the procedure is just as described for automobiles in the description above.

The following nature subjects may be used: *birds, trees, wild animals, breeds of domestic animals, wild flowers, garden flowers, fish, fruits, vegetables.*

### Nature Charades

*Party, Club, Camp*

*Juniors to Adults*

This is exactly like Charades (page 156), except that the words are confined to nature names.

FLOWER CHARADES.—Divide the players into two groups. One group leaves the room, selects a flower, returns, and dramatizes the name. The other group sits as the audience and attempts to guess the flower. When it is guessed the second group acts and the first watches.

Since the names of flowers usable in Charades are not easy to think of offhand, a list should be given to the acting team for them to consult in picking the name to act out.

Carnation .....	Car-nation
Sweet pea .....	Sweet-pea
Dogwood .....	Dog-wood
Marigold .....	Mary-gold, Marry-gold
Lady-slipper .....	Lady-slip-her
Lady finger .....	Lady-finger
Foxglove .....	Fox-glove
Touch-me-not .....	Touch-me-not
Primrose .....	Prim-rose, Prim-rows
Four o'clock .....	Four-oh-clock
Dutchman's Breeches .....	Dutch-man's-breeches
Dutchman's Pipe .....	Dutch-man's-pipe
Jack-in-the-pulpit .....	Jack-in-the-pull-pit
Catnip .....	Cat-nip
Johnny-jump-up .....	Johnny-jump-up
Forget-me-not .....	For-get-me not
Bittersweet .....	Bit-her-sweet
Dandelion .....	Dandy-lie-on
Goldenrod .....	Golden-rod, Goal-den-rod
Skunk cabbage .....	Skunk-cab-age
Honeysuckle .....	Honey-suckle
Tulip .....	Two-lip

BIRD CHARADES.—Exactly like the above except that the names of birds are used. A list of birds should be turned over to the acting team so that they may have something to consult for suggestions.

The following list may prove suggestive:

Sparrow .....	Spare-row
Thrasher .....	Thrash-her
Towhee .....	Tow-he
Warbler .....	War-blur
Woodpecker .....	Wood-peck-her



Vireo .....	Very-oh
Kingfisher .....	King-fish-er
Killdeer .....	Kill-dear
Pintail .....	Pin-tail
Catbird .....	Cat-bird
Redstart .....	Red-start
Ovenbird .....	Oven-bird
Grosbeak .....	Gross-beak
Bobolink .....	Bob-oh-link
Flycatcher .....	Fly-catch-er
Nighthawk .....	Night-hawk
Whippoorwill .....	Whip-poor-will
Waxwing .....	Wax-wing
Cardinal .....	Card-in-all
Junco .....	Junk-oh
Blue Jay .....	Blue-jay
Creeper .....	Creep-her
Titmouse .....	Tit-mouse
Nuthatch .....	Nut-hatch
Flicker .....	Flick-her

**TREE CHARADES.**—The words selected for the charades must be names of trees. The following list may prove helpful, and a list like it should be turned over to the players which they may consult in picking the tree.

Basswood .....	Bass-wood
Hornbeam .....	Horn-beam
Box Elder .....	Box-elder
Buckeye .....	Buck-eye
Butternut .....	Butt-her-nut
Buttonwood .....	Butt-on-wood
Catalpa .....	Cat-tall-pa
Chestnut .....	Chest-nut
Dogwood .....	Dog-wood
Hackberry .....	Hack-berry
Hemlock .....	Hem-lock
Hop Hornbeam .....	Hop-horn-beam
Horse chestnut .....	Horse-chest-nut
Redbud .....	Red-bud
Sweet Gum .....	Sweet-gum
Mulberry .....	Mull-berry
Papaw .....	Pa-paw
Sourwood .....	Sour-wood
Sycamore .....	Sick-ah-more
Tamarack .....	Tam-ah-rack
Tulip Tree .....	Two-lip-tree
Walnut .....	Wall-nut

VEGETABLE CHARADES.—The following names of vegetables may be used for charades:

Cabbage	.....	Cab-age
Tomato	.....	Tom-ate-oh, Tow-mate-tow
Parsnip	.....	Par-snip
Pumpkin	.....	Pump-kin
Lentil	.....	Lent-ill
Radish	.....	Red-dish
Spinach	.....	Spin-age
Pepper	.....	Pep-purr
Lettuce	.....	Let-us
Turnip	.....	Turn-up

### Naming Your Bird

*School, Club, Camp*

*All Ages*

Attach a large bird card to the back of each player with a paper clip. Use Sets 1 and 2 described above. Caution the players not to tell any player what bird is on his back.

The first player stands up before the group and turns his back. The players make comments about the appearance and characteristics of the bird, being careful not to make its identity too obvious. The player tries to guess the bird and when he succeeds the next player comes up. There is no competition to win here, but the event holds a large element of interest.

### Identifying Nature Pictures

*School, Club, Camp*

*All Ages*

Arrange the players in a circle and fasten a large nature picture (birds, animals, wild flowers, garden flowers) on the back of each with a paper clip. Each card should be numbered. Give each a paper and pencil. At the signal the circle breaks and all try to identify and write down as many names of the nature objects as possible. Each tries to keep the others from seeing his picture. The player wins who has the longest correct list.

It is not wise to mix the nature pictures; that is, use all birds' pictures, and the next time the game is played, use all animal pictures, and so on.

### Nature Descriptions

*School, Club, Camp*

*Intermediates to Adults*

Divide the players into two or three groups and station them in different corners of the room. The leader stands in the center holding flower and bird cards. Each group sends one player to the leader and he shows them a card, allowing them a moment to study it. Each then returns and describes it to his group. When a player thinks he

knows what the object is he goes to the leader and names it. The group that names it correctly first scores one point.

If no one names the article after a reasonable time, the groups send a second player to look and describe it.

### Nature Twenty Questions

*School, Club, Camp*

*Juniors to Adults*

The game of Twenty Questions has already been described (page 147). It can easily be used in connection with the teaching of facts regarding trees, animals, or flowers. The leader should be fairly well versed in trees, or whatever the subject is, if the contest is to be of educational value.

The leader leaves the room and the group decides on a tree and discusses it so that all possess as much information as possible. The leader then returns and asks each player a question which he answers with "yes," "no," or "I don't know." It is a contest between the leader and the group to see if the leader can name the tree by asking twenty or less questions.

The description of Twenty Questions (page 147) should be read before attempting this event.

**WHAT ARE YOU?**—This is similar to the above, except that the leader thinks of the tree and the group asks him the questions. They may ask no more than twenty questions, then they discuss the answers and attempt to name the tree.

In asking the questions the players assume that the leader is the tree (or animal, bird, flower) and ask the questions. For example, they might ask "Are you seen around these parts often?", "Are you tall and skinny?", "Do you hang around the swamps?", "Are you always as green as you are now?", and so on.

### Guess My Name<sup>1</sup>

*School, Club, Camp*

*Juniors to Adults*

For this very interesting and educationally worth-while contest the leader or someone versed in nature should prepare descriptive lists of nature objects similar to those listed below.

Note that before each statement is a number, the first being eight and the last, one. The first statement is the most obscure one and the identity of the object being described becomes more obvious the farther down the list one goes.

Give each player a paper on which he lists the numbers from eight to one. The leader reads the first statement and the players write after Number 8 the object they think it describes. Then the leader

<sup>1</sup> See also Guess My Name as it is used in connection with history (page 391), geography (page 394), Bible study (page 403).

reads the statement, and so on. Each player is credited with a score indicated by the number of the statement by which he guessed the object correctly. That is, if he guessed it on the second statement, he scores seven; on the last, one.

When only a few are playing, the use of the papers and pencils may be eliminated, and each player allowed to call out his guess after each statement.

In the interest or teaching, the leader should reread the descriptions after the object has been named.

### I AM A BIRD

8. I am bigger than a chickadee and smaller than a blackbird.
7. I go south in the fall and north in the spring.
6. In fact, I go north very early in the spring.
5. I make my nest in holes in trees, rails, and so forth.
4. I love the old apple orchards and sunny fields.
3. I am often called the messenger of spring.
2. My breast is red.
1. My back is blue.

I am a bluebird.

### I AM A TREE

8. My leaves are small and flat.
7. My wood is light and soft.
6. The Indians use my wood for drum frames, my bark for wigwams.
5. I grow best in low damp woods, on lake shores, and in swamps.
4. My wood does not decay quickly in the ground.
3. Log cabins and rustic furniture are often made from my logs.
2. I stay green the year around.
1. I am often grown for hedges in the yards.

I am a white cedar.

### I AM A BIRD

8. I am smaller than a crow and larger than a wren.
7. Insects and worms I eagerly seek.
6. I climb tree trunks nimbly and well.
5. My four-toed feet cling fast to the bark of trees.
4. I make my nest in holes in stumps and trees.
3. My coat is of glossy black with a glint of green.
2. My head is red.
1. I hammer and peck on trees with my bill.

I am a red-headed woodpecker.

### I AM A MAMMAL

8. I live in the forest.
7. I have front teeth that are good for gnawing.
6. My fur is soft and a reddish gray in color.
5. My tail is bushy.

4. I often bury my food in the ground.
3. I am smaller than a cat.
2. I climb trees.
1. I eat nuts.

I am a fox squirrel.

#### I AM A MAMMAL

8. I live in dens along fence-rows and forest margins.
7. I sleep during the coldest part of the winter.
6. I am a respectable citizen if left alone.
5. I belong to the weasel family.
4. I eat mice, June bugs and grasshoppers.
3. I cannot run very rapidly.
2. My defense is my odor.
1. My fur is black with white stripes.

I am a skunk.

#### I AM A MAMMAL

8. I belong to the gnawing family.
7. I eat aspen bark and lily pads.
6. I can swim and dive well.
5. My fur is a beautiful brown and highly prized.
4. I am as large as a fox or perhaps larger.
3. If startled while swimming, I often slap my tail on the water.
2. I build my house of sticks or burrow into the bank of a lake or stream.
1. I cut down trees, dam up streams, and dig canals.

I am a beaver.

#### I AM A MAMMAL

8. I am a little larger than a mink.
7. My fur is very valuable because it makes beautiful ladies' wraps.
6. I am very easy to trap.
5. My ears are larger than those of a mink.
4. My tail is bushier than that of a mink.
3. I belong to the weasel family.
2. I was once common in the Great Lakes Region.
1. I climb trees and catch red squirrels.

I am a pine marten.

#### I AM A BIRD

8. I am a little smaller than a robin.
7. I nest in trees and bushes and fly south in the winter.
6. I am shy and live in the woodlands.
5. Most of my relatives live in the tropics.
4. I feed upon flowers, fruit, and insects.
3. My song resembles that of the robin.
2. I am much more brightly colored than my wife.
1. I am bright scarlet with black wings and tail.

I am a scarlet tanager.

I AM A BIRD

8. I am about the size of a house sparrow.
7. I play about through early summer without a care.
6. I feed mostly on seeds.
5. I rise and fall in flight, as if I were riding over waves.
4. I build my nest in late June and July in trees and bushes.
3. I line my nest with thistledown.
2. My flight song is a cheerful per-chic-o-ree.
1. I am yellow with black crown, wings, and tail.

I am a goldfinch.

I AM A TREE

8. I grow with hemlock and sugar maple.
7. My bark is dark and rough when I am old, but smooth in my youth.
6. My trunk is straight and tall and was once used much for shipmasts.
5. My wood is soft and easily worked.
4. My branches resemble plumes at a distance.
3. My leaves are needle-like, soft, and flexible.
2. I hold my needles all winter.
1. My needles grow in bundles of five.

I am a white pine.

I AM A TREE

8. I live in the North.
7. I am often used for fuel.
6. My twigs are slender, flexible, and dark in color.
5. I do not usually live to be very old.
4. I lose my leaves in winter.
3. My wood is used for spools and clothespins.
2. My bark is white and peels off in thin layers.
1. The Indians use my bark to make canoes.

I am a paper birch.

I AM A TREE

8. I grow to be very old.
7. My wood is hard and is used for building ships and furniture.
6. My leaves hang on my branches long after they die in the autumn.
5. When you cut off a twig, my pith is star-shaped.
4. My buds are clustered at the end of my twigs.
3. My bark is scaly, ridged, and gray in color.
2. My seeds are called acorns.
1. My leaves have rounded lobes.

I am a white oak.

I AM A TREE

8. I grow very large and live in the Eastern United States.
7. I like moist soil best but grow almost anywhere.
6. My bark is gray and furrowed.
5. My flowers are small and bloom very early in the spring.

4. My seeds are winged and are ripe before summer.
3. My leaves are lop-sided at the base with one-half rounded and the other half wedge-shaped.
2. My wood is strong and tough. It is used for making wagons and automobiles because it does not split easily.
1. I am often planted along streets.

I am an elm.

### I AM A TREE

8. My leaves are slender and soft.
7. My leaves grow in tufts on little stalks.
6. My trunk is straight and tall.
5. My seeds are winged and grow in small cones.
4. I grow in northern sphagnum swamps.
3. My wood snaps and crackles when I burn.
2. I am heavy and make good fence posts.
1. I drop my leaves in winter.

I am a tamarack.

### Names of Leaves

#### *School, Club, Camp*

#### *Intermediates to Adults*

Divide the players into groups of six or eight and give each a set of numbered cards containing pictures of leaves or trees. Allow ten minutes for the group to identify and write on paper the names of the trees. The one writing the most correctly wins. Identical sets of pictures should be used if possible; otherwise care should be taken to see that the sets are about equal from the standpoint of difficulty, each containing about the same distribution of common and rare trees.

**VARIATION.**—Instead of using pictures, give each group a pile of leaves.

### Hidden Trees

#### *School, Club, Home*

#### *Juniors to Adults*

Give each player a typed sheet containing sentences in which the names of trees are hidden. The player wins who underscores the greatest number of trees. The following sentences will serve to indicate the type of sentences used—the teacher can quickly add others. The names of the trees must be in one word or in adjoining words.

Bring me a long strap, please. (Apple)

The pin extended under the skin. (Pine)

A bumble bee chased him about the lawn. (Beech)

The wind came up so a kite was flown. (Oak)

The map led us to a lonely swamp. (Maple)

Does chapel make you sleepy, too? (Elm)

The ball bounced artistically down the field. (Cedar)

The plumes waved in the air. (Plum)

I will owe you the balance. (Willow)  
 We found the owl in dense swamp brush. (Linden)  
 Nancy pressed Randolph's suit neatly. (Cypress)  
 The airplane appeared out of the clouds. (Pear)  
 Beautiful arches adorned the walls. (Larch)  
 He must leap each hurdle in turn. (Peach)  
 He went as hurriedly as possible. (Ash)  
 The teacher held erasers to throw at the ruffian. (Elder)

**HIDDEN BIRDS.**—This is played the same as the above except that the sentences contain names of birds.

The farmer engaged the thrasher for Wednesday. (Thrasher)  
 It takes a brave bandit to rob in daylight. (Robin)  
 Do doctors always charge so much? (Dodo)  
 Do ventilate the new house better. (Dove)  
 This pencil is a half-inch longer. (Finch)  
 "Hit a fly," catcher Jones shouted from the dugout. (Fly catcher)  
 Fred started up suddenly from his reading. (Redstart)  
 You can't kill deer without a license. (Killdeer)  
 Ralph patted her on the cheek jokingly. (Heron)  
 I sent the pastor a Venetian vase. (Raven)  
 The boy left the porch with awkward strides. (Hawk)  
 He saw them both rush down the alley. (Thrush)  
 The window looks over the garden. (Owl)  
 Her eyes wandered over the curious crowd. (Swan)  
 The crown lay shattered on the granite floor. (Crow)  
 Bungalow rents are out of proportion to those of apartments. (Wren)  
 The old horse seemed to wheeze worse than usual. (Towhee)

## Nature Baseball

### *School, Club, Camp*

### *Juniors to Seniors*

Each player gathers several nature specimens such as leaves and flowers and carries them in his pocket as preparation for the game. Nature cards may be used in place of actual nature objects.

The diamond is the same as in playgroundball but with twenty-five foot baselines. The play is as in playgroundball with the following exceptions:

1. The catcher takes his place just to one side of home plate and acts as both pitcher and catcher, tossing the ball to the batter. The player who occupies the pitcher's box is merely a fielder.
2. The ball is batted with the hand.
3. Base stealing is not allowed.
4. A runner may be put out by being hit with a thrown ball between bases.
5. When a player is put out he takes a leaf from his pocket and shows it to the player who put him out. If the fielder cannot identify



it, the umpire declares the runner safe. Thus, when a runner has been put out he has a second chance to become safe.

**PARLOR NATURE BASEBALL.**—For parlor, schoolroom, or club use where there is not sufficient space for actually playing the above baseball game, seat the players in two rows facing each other and between them place four chairs to represent the four bases of the baseball diamond. The captain of one team pitches a question to the first player in the other team. If in the opinion of the umpire he answers it correctly, he goes to the first-base chair. If the question is a difficult one and is well answered the umpire may award a two or three base hit or a home run.

### Nature Spell Down

*School, Club, Camp*

*Juniors to Adults*

Seat the players in a single rank. The leader holds a nature card containing a picture of a bird, flower, tree, or leaf in front of the first player and asks him to name it. If he succeeds the leader asks the second player to tell a fact about it. If either fail they go to the foot of the line. After it is named the leader should hold it up so that all can see it. Continue through the cards. The object is to reach the head of the line.

Instead of cards, leaves and other nature objects gathered in woods and fields may be used.

### Nature Jigsaw Puzzles

*School, Club, Home*

*Children*

Cut up pictures of birds, animals, and flowers into a number of jig-saw pieces and let the children piece them together.

### Tree Code Contest

*Club, Summer Camp*

*Juniors to Adults*

Prepare a sentence such as the following: "*Seven paces west; find pile matches close beside bush.*" Give each player a folded copy and tell them that at the signal they are to read the message, then find a leaf of a tree beginning with the first letter of each word in the message. The one bringing in the correct leaves first wins. It is well to set a time limit of a half-hour, and if no one has all of the leaves by that time, to award the event to the one that has the most.

In the above sentence, the following might be turned in: Spruce, pine, willow, fir, poplar, maple, cedar, birch, beech. If there are two of the same letters, different kinds of trees beginning with that letter must be found.

The leader must be careful, of course, to prepare a message using the first letters of trees that can be found within a reasonable radius.

player in the file to identify it. If the player fails he goes to the foot of the line. If he succeeds he remains in place, and the second player is asked the next question. The contest is to remain at the head of the file.

### Roadside Cribbage

#### *Hike, Camp, Playground*

*Juniors to Adults*

This is a contest to make the hike interesting. Each player gathers twenty-one pebbles. Agree on a list of nature objects which may be seen along the roadside or trail, and the scoring value of each. For example, the following may be used:

Each domestic animal or flock seen and identified	1 point
Each common tree or flower seen and identified (specify list of common trees)	1 point
Each bird or flock seen and identified	1 point
Each uncommon tree seen and identified (any tree not specified on the common list)	2 points
Each wild animal or reptile seen and identified	2 points
Each insect seen and identified	2 points

Whenever a player sees and identifies an object he throws away the specified number of pebbles, determined by the scoring value of the object. The player wins who gets rid of all of his pebbles first.

No one is permitted to leave the road or trail or to lag behind to hunt objects. The player pointing out and naming an object first is entitled to it.

### What Is It?

#### *Camp, Hike*

*Juniors to Adults*

The leader goes through the woods beforehand, and selects a number of nature objects to be identified. These he marks by attaching to them small squares of paper each containing a number, tacking the paper if it is a tree, tying it if it is a bush, or attaching it to a stake if it is a flower.

The players set out with paper and pencil along the trail and attempt to find and name the marked objects. They record the number and the name of the objects on their paper.

The player wins who scores the most points. One point is scored for each object named with its general or family name, and two points for each object specifically named; that is, "An oak" or "Ash" would score one point, whereas "Red oak" or "Black ash" would score two points.

### Identifying Nature Sounds

#### *Camp, Hike, Playground*

*Juniors to Adults*

While sitting in the woods, each player is given a paper and pencil and allowed five minutes to put down all the nature sounds he hears. The one with the longest list wins.

Such sounds may be recorded as wind in the trees, the babble of a brook, bark of a dog, hammering of a woodpecker, buzzing of a bee, call of a blue jay, crow of a rooster, and so on.

### Match the Leaf

*Camp, Hike, Playground*

*Juniors to Seniors*

The leader displays a leaf, twig, or weed and the players observe it carefully. At the signal they all run to find a leaf, twig, or weed of the same variety. The one wins who returns first with a leaf or weed which matches in kind the one the leader holds.

### Nature Object Race

*Camp, Hike, Playground*

*Juniors to Adults*

The leader names a nature object, such as a white oak leaf, red cedar twig, or sprig of catnip. Immediately all the players dash through the woods to find the object named. The one returning with it first wins.

### Prove It <sup>2</sup>

*Camp, Hike, Playground*

*Juniors, Intermediates*

Players sit in a circle. The one starting the game says: "From where I am, I can see a gray birch." The next one says: "From where I am, I can see a gray birch and a black cherry." The next player repeats all that the previous players have said in exactly the same order and adds another tree or bird. The play may be limited to what is seen on one gray birch tree. If anyone doubts the statement, she may challenge the speaker. Anyone caught in a mistake drops out of the game.

### Curio Collector <sup>3</sup>

*Camp, Hike, Playground*

*Juniors to Adults*

This contest is to be played with a group while walking through the forest. When the curio is named the group scatters to find it. The one to discover it first gives a call and the others gather round. If she is successful, the next hunt starts. The following may be selected as curios to be sought: A humpbacked tree, a tree struck by lightning, a tree with last year's catkins, a tree with scale insects on it, a tree infected with galls, a tree with branches on one side, last year's fruit stem, a tree with moss on the north side only, a tree with lichens on the south side, a tree that has a stone in the center of the fruit, a deciduous tree that has cones, an evergreen tree that does not have cones, a red maple that has had fruit, a red maple that has not had fruit, a twig that took ten years to grow an inch, a twig that grew ten

<sup>2</sup> Used through the courtesy of the Girl Scouts, Inc.

<sup>3</sup> Used through the courtesy of the Girl Scouts, Inc.

inches in a year, a twig that grew thirty-six inches or more in a year, a sumac bush five years old, a rock with a quartz vein, a tree with a rock callus where a woodpecker had been feeding, a woodpecker's home, the work of the sapsucker, a feldspar crystal, enough pine pitch to fill a thimble, fruit of the ash tree, a mud dauber's nest, a leaf miner's home, nuts gnawed by a squirrel, a robin's nest, an animal's footprint.

## NATURE GAMES AND CONTESTS IN OTHER CHAPTERS

Nature Treasure Hunt.

Mimeographed Treasure-Hunt Instructions.

Nature Odors.

## CHAPTER XXII

### SENSE-TRAINING GAMES AND CONTESTS

#### OBSERVATION GAMES AND CONTESTS

##### Reporting the Scene

*Party, Club*

*Juniors to Adults*

**T**HIS is a most interesting and educationally worth-while event, and will serve to prove that the eyewitness in a trial is more apt to be wrong than right.

In the course of the evening, without any warning, have ruffians enter and commit an act of violence, such as assaulting the leader or kidnapping a member, making a few marks in the course of the scene, upsetting furniture, and leaving by jumping through the window.

A witness chair is set up on a witness stand, and one after the other the players are asked to take the stand and describe accurately just what happened. The inaccuracies in the details of the scene are usually amazing.

This event may also be conducted by having the players write out a description of the scene.

##### Describing the Stranger

*Club*

*Juniors, Intermediates*

Have a stranger enter the meeting room and talk with the leader for a few minutes, and then leave. Shortly after his departure, the players are asked to describe him as accurately as possible. The best description of the stranger and his clothes wins.

Such details as the following should be asked for: Approximate age, weight, height, build, color of eyes, color of hair, type of face, color of suit, hat, tie, shoes, socks, and any other noticeable characteristics.

**VARIATION.**—Send a member of the group out of the room for an unannounced purpose. Then ask the players to describe him. It is interesting to note how lacking in accurate information the players are concerning the details of appearance and dress of one they are with frequently.

*Club, Home* **Kim's Game** *Juniors to Adults*

Place twenty or thirty assorted objects on a table and let the players look at them for one minute. Then each writes out a list of the objects he saw. For beginners the object may be merely mentioned, but for those who have played the contest often, accurate descriptions should be required. The one turning in the most accurate list wins.

**VARIATION-TEAM FORM.**—Divide the players into teams and allow them to view the objects for one minute. Then each player of each team in turn names an article, and the team turning in the most complete list wins. A larger number of articles should be used in this form than in the individual contest.

*Club, Home* **Quick Sight** *Juniors, Intermediates*

Prepare a card with faintly ruled squares, and pin five or six black disks to it. Each player has a smaller ruled card and disks. The leader holds up the card for thirty seconds, and then the players place their disks on their cards in the same relative position. The player wins who has the most accurately placed disks.

**Checkerboard Quick Sight**

*Home, Club* *Juniors to Adults*

Of the various ways of playing Quick Sight, the use of checkerboards and checkers is the simplest and most satisfactory. Two checkerboards are needed—if only one is available, make the other by drawing the squares roughly on a cardboard of the size of a checkerboard. Place eight checkers at random on one board and lay a newspaper over it.

The first player to try the stunt stands by the board, the newspaper is removed, and he is given five seconds to look at the arrangement of the checkers; then the newspaper is replaced. The player is then given eight checkers and he attempts to place them on the second board in the same relative positions as on the board he saw.

The other players follow in turn with a new arrangement of checkers in each case.

The contest may be made more complicated by using four black and four red checkers.

**The Two Screws**

*Club* *Juniors, Intermediates*

This is a contest much referred to in English literature on games. Place two screws on a chair and ask the players what they see on the chair.

The first may say that he sees "Two screws." The second may say

that he sees "Two screws, one longer than the other." A third may state that there are "Two screws, one about an inch and a quarter long, the other about three-quarters of an inch long." The fourth may say "Two screws, one of brass and the other steel, the brass one with a round head, and the steel one with a flat head; the brass one about an inch and a quarter long, and the steel one three-quarters of an inch long." The player wins who makes the most accurate description of the screws.

Any objects may of course be used in this contest. The players will improve rapidly in their ability to describe accurately objects placed on the chair.

The players who are to participate in the test should not be allowed to hear the descriptions of those who precede them.

### Arranging the Chairs

*Club, Home*

*Juniors, Intermediates*

Two or three chairs are placed in a conspicuous place in the room where the group meets, but nothing is said about them. The chairs are casually moved, and later the teams are asked to replace them exactly as they were. The one wins who places the chairs nearest to the correct position.

### Reproducing the Picture

*Club, Home*

*Juniors, Intermediates*

Hold up a picture before the players and let them study it for one minute, then play a strenuous game for a few minutes to supply a counter-attraction. The group is then reassembled and the players try to state the essential features and as many details contained in the picture as possible.

### Blind Shot

*Club, Home*

*Juniors, Intermediates*

Draw a large bull's-eye by making a series of concentric circles on a blackboard or wall, and number the circles from the center out. Stand each player in turn about fifteen feet away, and let him study the bull's-eye, and then blindfold him. He turns around three or four times, and then approaches the bull's-eye and attempts to put his finger on it. He may feel along the wall or the edge of the blackboard before placing his finger. Each player scores the number of the circle he touches.

### Indoor Pathfinding

*Club*

*Juniors, Intermediates*

Make a path about five feet wide by arranging a double row of chairs or tying string between chairs, the path containing a number of twists or turns.

The first player is stationed at one end, allowed a moment to study the course and is then blindfolded. He walks as far as he can without touching a chair or the string. The others then compete. The player going the farthest wins.

### Gathering the Yarn

*Hike, Camp*

*Juniors to Seniors*

Cut up yarn of each of the following colors into six-inch lengths: green, gray, brown, blue, red, white. The yarns are tied to bushes within a specified area of woods. The players hunt for them and break off each yarn they find.

The yarn scores as follows:

Green .....	6 points .
Gray .....	5 points
Brown .....	4 points
Blue .....	3 points
Red .....	2 points
White .....	1 point

The player with the highest score wins in a specified time.

### Placing the Stick

*Hike, Camp*

*Juniors, Intermediates*

The leader places a stick on the ground about sixty feet from the players. Each player in turn is blindfolded and given a stick. He attempts to place his stick as near the leader's stick as possible. No feeling is permitted. The one wins whose stick is the closest.

### Driving the Tent Peg

*Hike, Camp*

*Juniors, Intermediates*

Drive a tent peg in the ground. Each player in turn is placed twenty feet away, given a mallet, and blindfolded. He attempts to approach and hit the peg with the mallet. No feeling is permitted. Each is given ten hits, and the one who hits the peg squarely in the fewest blows wins.

### Shop Windows

*Club*

*Juniors, Intermediates*

Allow the group to look at five shop windows for one minute each, then ask them to prepare a list of the articles seen in two of the windows, say the second and fourth. The one turning in the most accurate list wins.

DESCRIBING THE LANDSCAPE.—When on a hike, stop and ask the group to admire some vista for one minute. A little later ask each for a description of the view. The one having the most details is the winner.



## SMELLING GAMES AND CONTESTS

## Smelling Contest

*Club, School, Camp, Party**Juniors to Adults*

This contest is a test of one's knowledge of odors. Fill two dozen half-ounce bottles with liquids or materials which have characteristic odors. Only a few drops of each liquid may be needed. The bottles may be obtained from the drug store at a very small cost; most of the materials may be found at home and the druggist will supply the rest. Number the bottles. Give each player a card and pencil.

The players each smell of each bottle and write the name of the material opposite the number on the card. The player naming the largest number correctly wins.

Since the appearance of the material helps to identify it, it is much more satisfactory, particularly if the group is small, to blindfold each player in turn, and have him dictate his answers to another who writes them for him. If the group is large, each bottle may be wrapped with tissue paper or put in a small paper sack.

The following materials for the bottles are suggested:

Vanilla	Pepper	Camphor	Witchhazel
Wintergreen	Ginger	Castor Oil	Rosewater
Peppermint	Mustard	Gasoline	Lilac
Lemon	Allspice	Ammonia	Mentholatum
Orange	Nutmeg	Ether	A slice of lemon
Almond	Celery seed	Chloroform	Lard
Onion	Tea	Lysol	Kitchen Soap
Cloves	Olive Oil	Creosote	Turpentine
Cinnamon	Vinegar	Bay Rum	Rubbing Alcohol

**VARIATION.**—Seat the players in a row or circle and put out the lights. The bottles or bags are passed around the circle, each player smelling of each and passing it on to the next. When all the bottles have been around, the lights are turned on, and each player is given paper and pencil and asked to write down the odors he smelled. This emphasizes both smelling and memory.

**NATURE ODORS.**—With experienced nature students, an excellent contest involves the identifying of nature objects by odor. Gather a collection of leaves, woods, and flowers which have characteristic odors. Blindfold each contestant in turn and hold the objects to his nose. Do not permit him to touch them. The player naming the most objects correctly wins.

## Sniff

*Party, Club**Juniors, Intermediates*

This is similar to the Smelling Contest except in the method of conducting it. Secure a corrugated box and remove one side as well

as the top. Stretch a piece of muslin tightly over the top and cut a small hole in it through which the odors are smelled.

Each player in turn comes to the box and the leader holds an object or bottle of fluid under the hole and asks the player to whisper what he smells. If correct, one point is credited to him. The player wins who scores the most points when all the objects have been smelled.

### Perfume of the Flowers

*Club, Party*

*Juniors to Seniors—Girls*

Secure a bouquet containing many different kinds of flowers. Blindfold the players and have them smell of each kind of flower, one at a time. Ask each to name the flowers as she smells them; the player wins who names the most correctly and takes the bouquet as her prize.

### Follow the Odor

*Camp, Hike*

*Juniors, Intermediates*

A trail is laid by rubbing a raw onion on posts, trees, and the like. The players attempt to follow the trail by means of the odor. Each makes notes describing the objects he discovers which contain the odor, and presents his description to the leader when he reaches the end of the trail. Score one point for each tree or post reported plus one for finishing first.

## HEARING GAMES AND CONTESTS

### Who Is It Speaking?

*Club, Party, Home*

*Juniors to Adults*

The game causes much amusement and is excellent for parties and social gatherings.

The players are seated in a circle and "it" is blindfolded and placed in the center. The leader designates one player in the circle and says, "Who is it speaking?" The person pointed to makes a remark or two, and "it" must state the name of the speaker and a full description of him, his appearance, and clothes.

It is a good plan to allow the players to move their seats after "it" is blindfolded, or to spin "it" around a few times. Otherwise the location of the speaker in the circle may give away his identity.

### The Watch Contest

*Club, Home*

*Juniors, Intermediates*

Blindfold each player in turn and have him kneel on the floor. Place a watch on the floor any place within a radius of three feet from him. He listens for the ticking, and when he discovers it, places

his ear on the watch. No feeling with the hands is permitted. The time each requires to touch the watch with his ear is taken, and the one wins who finds the watch in the shortest time.

The distance away at which the watch is placed depends on how loudly it ticks. A loudly ticking watch would require a six-foot radius for the contest.

**THE CLOCK CONTEST.**—This is the same as the above except that the blindfolded player is stationed in the center of a room, and a small faintly ticking clock is placed some place in the room. The player moves about until he hears the clock, then moves toward it and places his hand on it.

### The Sleeping Scout

*Club, Camp*

*Juniors, Intermediates*

Draw a twelve-foot circle on the ground or floor. The enemy scout is blindfolded and lies down in the circle, placing a stick representing his knife on the ground beside him. One player from each team stalks up to the circle and attempts to enter it and withdraw the "knife." If the "sleeper" hears sounds of someone approaching, he points to that person and he withdraws, and another member of his team makes the attempt. If a person is heard leaving the circle with the "knife," he must replace it and does not score unless he gets across the line of the circle.

### Find the Whistler

*Hike, Club*

*Juniors, Intermediates*

This is a particularly popular scouting contest. Hilly ground adds to the interest, but it should be free from stumps, large stones, and other obstructions that might cause injury. Blindfold the players and scatter them widely in a single rank.

The leader stations himself about three hundred yards distant and blows a whistle. The blinded players start moving toward the whistler. The leader blows the whistle about every thirty seconds, and as the players draw near, may squat down but should not move. The player wins who first touches the whistler.

This contest takes on added interest when played on a very dark night without the use of blindfolds.

### Where's the Whistle?

*Camp, Hike, Club*

*Juniors, Intermediates*

This contest is on the order of Find the Whistler, described above. The leader moves fifty paces away from the starting line. The first player is blindfolded and turned around three times. The leader then

blows his whistle, and the blinded player takes fifty steps in the direction from which he thinks the sound came. He removes the blindfold, and the next player tries. The player wins who comes nearest to the whistler.

### Guessing the Singer

*Party, Home*

*Children*

The players are seated in a circle with "it" in the center blindfolded. A well-known song is agreed upon and the circle players sing it by each singing one word and the next player to the right singing the next word.

When "it" thinks he recognizes the voice of a singer, he points in the direction and says "That is Dan Morse." If "it" points right at Dan, Dan falls out. The game continues until all are eliminated.

### Little Mouse

*Party, Home*

*Small Children*

One child is selected for "it" and sits in a chair with eyes closed. The other children tiptoe noiselessly around him and occasionally touch the chair when they are close enough. When "it" is sure he heard someone touch or scratch his chair, he calls "Stand" and all stop where they are. "It" then says,

"Little mouse, little mouse,  
What are you after?"

The little mouse squeals "Cheese" and if "it" guesses correctly who he is, the mouse becomes "it."

## TASTING GAMES AND CONTESTS

### Tasting Contest

*School, Club, Party*

*Juniors to Adults*

Each player in turn is blindfolded and tastes a well-known flavor. Each attempts to name it, and the one naming the most flavors correctly wins.

The following flavors may be used:

Vanilla  
Wintergreen  
Peppermint  
Lemon  
Orange  
Liquorice  
Horehound  
Almond

Mustard  
Catchup  
Onion  
Caraway  
Tea  
Worcestershire sauce  
Chop suey sauce  
Grape juice

## OTHER SENSE-TRAINING GAMES AND CONTESTS

Treasure Hunts.  
 Little Treasure.  
 Tracking the Whiffle-Poof.  
 Tracking the Deer.  
 Hare and Hound Race.  
 Dispatch Bearer.  
 Rival Dispatch Bearers.  
 Catch the Thief.  
 Escaped Convict.  
 The Lost Prince.

Hunting the Foxes.  
 The Color Hunt.  
 City Spy Hunt.  
 Finding the Light.  
 Firefly.  
 Drawing the Moon.  
 The Moon is Round.  
 Crossed Scissors.  
 Crossed Sticks.

## CHAPTER XXIII

### KNOT-TYING GAMES AND CONTESTS

#### Knot-Tying Champ-Nit Contest

*Club*

*Juniors, Intermediates*

THE tournament as used in athletics is designed to determine the champion or best performer of a group. The players are paired, and the winners play the winners through the successive rounds until a champion is determined. Consolation tournaments are frequently held for those who lose, but these too are designed to determine the best performer among those who lost in the regular tournament.

In the champ-nit idea, *the losers play the losers* throughout the various rounds of the tournament, and when the finals are reached, the loser is given the dubious recognition of being the *poorest* performer in the group.

In physical competition this would frequently be an undesirable procedure, but in activities of such a nature where the skills may be quickly learned, it is excellent. It will probably be found, if the tournament is repeated a few days later, that the loser or champ-nit will not lose again. When he suffers the disgrace once he will go to work to perfect the skills and protect his reputation in the future.

Whereas in the regular tournament, those who need the practice most are eliminated and the skillful ones continue, in the champ-nit tournament those who need the practice most continue and those who do not are eliminated.

When used in connection with knot-tying, divide the players in groups of six or eight. The leader of each group calls a knot and the players tie it and throw it on the floor. The first player to tie it correctly is eliminated. Repeat until the poorest knot-tier of each group is determined. Then bring these together and determine the champ-nit for the entire group.

If desired, a regular tournament may be conducted along with the champ-nit tournament. That is, the losers play the losers in the champ-nit tournament until the poorest performer is determined, and at the same time the winners play the winners until the best performer is determined.

### Knot-Tying One-Step-Forward

*Club*

*Juniors, Intermediates*

This is one of the most fascinating of the knot-tying contests. The players are lined up along one end of a large room, each holding a four-foot rope in his left hand with the rope hanging down at his side. The leader determines the number of seconds which should be required to tie the knot in question and when he calls the knot, he immediately starts counting off the seconds. For example, three seconds might be considered sufficient time for the square knot, considering the ability of the players: The leader would then say, "Square knot, one, two, three." The players would have to have their knots on the floor before the count of three.

The leader examines the knots and those whose knots are correctly tied, and were on the floor within the time allowed, take one step forward. Repeat with other knots. The player reaching the other end of the room first wins.

The leader should allow plenty of time for the knots on the start and speed up the tying later.

### Knot-Tying Relay

*Club*

*Juniors, Intermediates*

Arrange the teams in parallel files. Give the first player of each team a four-foot rope. At the turning line fifteen or twenty feet from the teams, place a judge for each team.

The leader announces a knot and at the signal the first player of each team runs forward, tying the knot as he goes. The judge examines it and the player returns untying the knot as he goes, and hands the rope to the second player who repeats. Continue until all have run. Score one point for each correctly tied knot plus one for finishing first.

### Bowline Relay

*Club*

*Juniors, Intermediates*

Arrange the teams in parallel files, each player having a four-foot rope. At the signal Number 1 in each team ties a bowline knot in his rope and hands it to Number 2. The second player runs his rope through the loop formed by the bowline, and ties a bowline in his own rope. Continue until all have tied and the string of bowlines is on the floor. Score one point for each correctly tied bowline, plus one point for finishing first.

### Clove Hitch Relay

*Club*

*Juniors, Intermediates*

Arrange the players in parallel files and give the first player of each team a four-foot rope. Station a player fifteen feet in front of each

team to act as judge. The judges hold their arms straight out to the side.

At the signal the first player of each team runs to the judge and ties a clove hitch around one of his arms, returns and touches off the second player. The second player removes the clove hitch and ties it around the judge's other arm. Continue until all have run. Score one for each correctly tied knot and one for finishing first.

### Endless Rope

*Club*

*Juniors, Intermediates*

Divide the players into two or three groups and arrange each in a circle. Give each player a rope. At the signal each ties the end of his rope to the end of the rope of the player to his right. A continuous ring is thus made of the ropes. Upon finishing, each circle holds its ring overhead. Score one point for each correctly tied knot and add one point for finishing first.

### Knot-Tying Circle Race

*Club*

*Juniors, Intermediates*

Arrange the players in a circle each holding a rope. Appoint one player as "it." "It" goes around the circle, calls a knot and slaps some player on the back. The slapped player runs around the circle in the opposite direction to that in which "it" is running. Both tie the knot as they run, and each endeavors to reach the vacant space first with the knot correctly tied. The one who fails is "it."

### Rescuing the Raft

*Club*

*Juniors, Intermediates*

The players compete in threes. Two players of each team sit on a chair (the raft) twenty feet from the line (dock). The third player has a long rope. He coils it and at the signal throws it to the raft, holding onto the end. The players on the raft must secure the rope without leaving the raft, tie it to the chair with a specified knot—two half hitches, bowline, fisherman's bend. The player on the dock then pulls the chair with the players on it across the line. The team finishing first wins provided the knot is properly tied.

An old chair and one that is sturdy should be used in this contest, and the game should not be played on a floor which can be damaged by dragging the chair. A packing box may be substituted for the chair.

### Knot-Tying Rescue Relay

*Club*

*Juniors, Intermediates*

Arrange the teams in parallel files. Place the first player of each team on a line ten feet in front of his team and facing it. Give him



a fifteen-foot rope. He coils the rope and at the signal tosses it to the first player in the file. This player ties the end of the rope around his waist with a bowline knot, then drops to the floor and is pulled over the line; the rescued player then unties the knot, coils the rope, and rescues the next player. Continue until all are rescued. The team finishing first wins.

### Life Line Contest

*Club, Camp*

*Juniors, Intermediates*

Eight players constitute a team. Arrange the teams in parallel files and give each player a three-foot length of three-eighths inch rope. Twenty feet in front of each team, place a sack of sand weighing at least fifty pounds.

At the signal each player ties the end of his rope to the end of that of the player in front with a square knot, thus making one long rope. As soon as this is done, the first player runs to the sack and ties the end of the rope to it with a clove hitch. The remaining members of the team then pull the sack across the starting line. The player who tied the rope to the sack does not assist in the pulling.

The team finishing first wins providing all knots are correctly tied.

### Knot-Tying Centipede Race

*Club*

*Juniors, Intermediates*

The teams are arranged in parallel files. Each player has a five-foot rope. At the signal each ties the rope around his waist with the square knot and throws up his hands. The team with all its hands in the air first wins first part of the event.

Then each player grasps the rope of the player in front and at the signal the teams, thus joined, run to the turning line, swing around, and return. The team wins which finishes first with all the players joined.

## CHAPTER XXIV

### FIRST AID GAMES AND CONTESTS

#### Dramatic Accidents

*Club*

*Juniors to Adults*

**T**HIS event is always popular because of the humorous element arising from the dramatization of the afflictions. Divide the players into two groups and line them up in single ranks facing each other and about ten feet apart. Prepare beforehand a slip for each player containing an injury, sickness, or affliction. Before giving the slips out caution the players not to tell anyone the nature of the affliction assigned.

The following may be used:

I sprained my ankle.  
I am having an epileptic fit.  
I am overcome with gas.  
My shoulder is dislocated.  
My clothes are on fire.  
My scalp is wounded.

My wrist is bleeding.  
My big toe is frozen.  
My jaw is broken.  
I have fainted.  
My leg is scalded.  
I am crazy.

At the signal the first player of one team dramatizes his assigned accident or affliction. The opposing team attempts to diagnose the case and then to dramatize the treatment. For example, when they find that the ankle is sprained and the leg is not broken because the victim does not holler "Ouch" when the leg above the ankle is bent, they proceed to pantomime wrapping it. The leader should then ask them what they are doing, to which they reply, "Wrapping it with hot cloths." No actual bandages are applied, but bandaging is merely pantomimed.

The first player of the other team then dramatizes his accident and so on until all have had a chance.

#### Bandaging Relay

*Club*

*Juniors, Intermediates*

Arrange the teams in parallel files. Give each member of each team a triangular bandage and assign each a separate part of the body to bandage. Station a player fifteen or twenty feet in front of each team to act as the patient.

At the signal, the first player applies his bandage, returns, and

touches off the second player who repeats. Continue until all bandages are on. Award one point for each correctly and neatly applied bandage plus one point for finishing first.

**REMOVING BANDAGES.**—Each player in turn removes his own bandage. The team finishing first wins.

### Bandaging Contest

*Club*

*Juniors, Intermediates*

Divide the players into groups of six or eight and send them to separate corners. Give each an instruction card calling for the application of several bandages and the making of a stretcher. The groups bandage one of their members and transport him to the judges, who examine the bandages and select a winner.

### First-Aid Baseball

*Club, School*

*Juniors to Seniors*

This is played exactly like Nature Baseball (page 357), except that when a player is put out he has a second chance to become safe by asking the player who put him out a first-aid question. If the fielder fails to answer it correctly the runner is safe. The umpire is judge of the correctness of the answer. The complete description of Nature Baseball should be read.

**DRAMATIZED FIRST-AID BASEBALL.**—Instead of asking a question when he is put out, the runner dramatizes an injury and the player who put him out attempts to guess the injury and then states the treatment. If he fails, the runner is safe. The injured player must answer the questions put to him unless he is "unconscious." In that case the umpire may ask him to tell his ailment.

**PARLOR FIRST-AID BASEBALL.**—This is conducted in the same way as Parlor Nature Baseball (page 358).

### Finding the Errors

*Club*

*Juniors, Intermediates*

This game is on the order of Editing the Manuscript (page 398). The leader reads a description of an automobile accident, telling in detail what injuries occurred and how they were treated. The description of the treatment is full of mistakes from the standpoint of correct first-aid procedure. Each player, as he detects a mistake, calls out the error and tells what should have been done. The one wins who detects the most mistakes.

This can be played on a team basis by dividing the group into two teams and crediting a point to the team when one of its members discovers a mistake.

### Team First-Aid Spell Down

*Club, School*

*Juniors to Adults*

Divide the players into two teams and seat them facing each other. The captain of Team A asks the first player of Team B a first-aid question. If he fails to answer it he goes to the other side. Then the captain of Team B asks the first player of Team A a question. The team wins that has the most players when the contest is over.

### Emergency

*Club*

*Juniors, Intermediates*

Write a description of an injury on a card and give it to a selected member, telling him what the accident is and instructing him to conceal the card until the event starts and then hold it in his hand. When the proper time arrives in the course of the evening, the leader gives the selected player a signal and to the surprise of all he suddenly collapses and dramatizes the accident. The players are told to read the card in his hand and proceed to apply the necessary bandages and administer the treatment.

### Dead Man's Carry Relay

*Club, Playground, Gymnasium*

*Juniors, Intermediates*

Arrange the teams in parallel files at the starting line, the players being stationed according to weight. At the starting signal, the first player of each team picks up the second by the "dead man's carry" for transporting the injured: The second man places his arms over the first player's shoulders and the first player grasps his wrists, leans forward, and thus lifts him. The first player runs with him to the turning line and back. The second player then carries the third, and so on until all have run. The team finishing first wins.

WAIST CARRY RELAY.—Number 1 grasps Number 2 around the waist from the rear and lifts him. In other respects the race is conducted like the above.

### Fireman's Lift Relay

*Club, Playground, Gymnasium*

*Juniors to Seniors*

The teams are arranged in parallel files behind the starting line, with the heaviest players in front. At the signal Number 1 of each team picks up Number 2 by the fireman's lift: Number 1 faces Number 2, bends down and thrusts his right arm between Number 2's legs; Number 2 lies over Number 1's shoulders; Number 1 takes Number 2's right wrist in his right hand and stands erect. Thus holding him, Number 1 runs to the turning line and back. Number 2 then carries Number 3, and so on until all have run. The team finishing first wins.

**VARIATION.**—When experienced players are competing, the players may be required to lift the rider from the floor where he is lying in prostrate position.

### **Arm Carry Relay**

*Club, Playground, Gymnasium*

*Juniors, Intermediates*

The teams stand in parallel files behind the starting line, the players arranged according to size with the largest in front. At the signal the first player of each team picks up the second by the "arm carry" for transporting the injured: He holds him in his arms with one arm under his thighs and the other behind his back, while the man being transported puts one arm behind his supporter's neck. The injured man is thus carried to the turning line and back, and as soon as he is dropped, he picks up the third and carries him in the same way. Continue until all have run. The team finishing first wins.

The turning line should not be over forty feet distant, and may be much less.

### **Chair Carry Relay**

*Club, Gymnasium, Playground*

*Juniors, Intermediates*

The teams are lined up in parallel files with the heavier players in front. Two players carry a third by the "chair carry" method of transporting the injured. Number 1 and 2 of each team form the chair as follows: Facing each other, each grasps his own left forearm with his right hand, midway between the wrist and elbow; each then grasps the other's right forearm with his left hand. Number 3 sits in the chair thus formed and places his arms around his carriers' necks. He is thus carried to the turning line and back. Numbers 2 and 3 then carry Number 4. Continue until all have run. The team finishing first wins.

## CHAPTER XXV

### SIGNALLING AND COMPASS GAMES AND CONTESTS

#### SIGNALLING GAMES AND CONTESTS

##### Signalling Touch

*Club*

*Juniors, Intermediates*

**D**IVIDE the group into two teams and line them up in a single rank with a break of a few feet between the two teams. The leader with his signalling flags stands far enough in front so that all can see.

The leader signals short names of objects near at hand and after each word calls "Step" and all players who understand the message take one step forward. The leader then calls "Touch" and they run and touch the object.

The team scores a number of points depending on the number of players who understood the message and touch the object. The game is one hundred points.

The leader should prepare a list of words beforehand and hold the card in his hand.

##### Scouting for Opposites

*Club*

*Juniors, Intermediates*

Seat the players in a compact group. The leader signals a word and the first player to shout the opposite of the word scores one point. For example, the leader sends "Lean" and the player first calling "Fat" scores.

##### Execute

*Club*

*Juniors, Intermediates*

This is similar to Signalling Touch, except that the leader sends verbs, such as run, hop, leap, slap, laugh, and so on. As soon as a word is signalled, the leader calls "Step" and all who think they know it step forward one step. He then calls, "Execute" and the players perform the action demanded by the signalled word.

One point is scored for each player performing the proper action. The action must be performed instantly on the command without time for observation of team mates.

The leader should carefully prepare beforehand a list of verbs within the signalling capacity of the players.

**VARIATION—MESSAGE EXECUTE.**—Instead of sending a single word, send a simple message of two or three words, such as "Run fast," "Come to me," and so forth.

### Signalling Scouting for Words

*Club*

*Juniors, Intermediates*

This is a signalling variation of the ever-popular Scouting for Words (page 58). Instead of using the alphabet flash cards, the leader signals a letter and the players call a word beginning with that letter. For example, the leader may say that "We are shopping for automobiles, and the first car we looked at was a ——— (P is signalled)." Some player calls "Plymouth" and scores one point. Or the leader may say "We took a hike and the first tree we noticed was a ——— (T is signalled)." Some player calls "Tulip Tree" and scores. The description of Scouting for Words should be read.

### Scouting for Letters

*Club*

*Juniors, Intermediates*

Prepare a set of alphabet cards and on the back of each card print the signalling symbol for the letter. Hold up the cards, signal side toward the players. The player that first calls the correct letter gets the card. The one securing the most cards wins.

The complete description of Scouting for Words (page 58), should be read before attempting this contest.

### Signal Shopping <sup>1</sup>

*Club*

*Juniors to Seniors*

This interesting contest is one of the most popular of the signalling events. Arrange the teams in parallel files. At the opposite end of the room tack papers on the wall each containing one of the following store signs: *Hardware, Drugs, Groceries, Dry Goods, Meats, Clothing, Pet Store.*

The leader signals one of the articles to be purchased from the list below. The first player of each team attempts to read the word, then runs to the store sign where the article could be purchased or found. The one touching the correct sign first scores one point for his team.

Tea	Broom	Mitten	Oil
Meat	Boat	Ice	Collar
Bean	Comb	Rice	Canary

<sup>1</sup> The idea for this contest was taken from Girl Scouts, Inc. *The Girl Scout Game Book*, p. 86. Copyright, 1929. By Permission of Girl Scouts, Inc., Publishers.

Ball	Bacon	Bait	Rat
Bottle	Tie	Brace	Rhubarb
Butter	Bunny	Mice	Rattle
Belt	Lace	Cob	Mare
Nail	Roller	Bear	Corn
Rib	Rabbit	Cream	Calico

### **Signalling Attention**

*Club*

*Juniors, Intermediates*

This is another of the many variations of Attention. Divide the players into two teams and arrange them in single ranks facing each other and about ten feet apart. Give each player on a team a different letter. The players of each team should have the same letters and the two players holding the same letter should stand opposite each other.

The leader stands at one end of the lines and signals a letter. The two players holding that letter run to one end of the room, then to the other, and then back to position. The player coming to attention in his position first scores one point for his team. Ten points is the game.

The leader should signal the letters at random.

### **Signal Numbers Change**

*Club*

*Juniors, Intermediates*

The players are arranged in a circle with "it" in the center. Each player is given a letter which belongs to the chair in which he sits. "It" signals two letters, and the two players holding these letters exchange places while "it" attempts to secure one of the chairs. The player left without a chair becomes "it." The players take the letters of the chairs to which they move.

### **Signalling One-Step-Forward**

*Club*

*Juniors, Intermediates*

Line the players in a single rank at one end of the room. The leader signals a simple word and all who are able to read it take one long step forward. Continue until some player reaches the other end of the room. This player is the winner.

When the players step forward after receiving the word, the leader should ask any whom he thinks may be bluffing what the word is. Those unable to name it correctly step back into their original positions.

### **Signalling Relay**

*Club*

*Juniors, Intermediates*

Arrange the teams in parallel files. Give the first player of each team a set of signal flags. At the signal the first player of each team



runs to a turning line ten feet in front and signals the letter A, returns and gives the flags to the second player who signals B, and so on. The team wins who has the largest score determined by allowing one point for each letter sent correctly plus three, two, and one for finishing first, second, and third.

**VARIATION.**—Each player sends his own name instead of only one letter.

**VARIATION.**—Each team selects a good signaller and sends him to the other end of the room equipped with paper and pencil. Each team agrees on a word containing as many letters as there are players. At the signal the first player runs to a line ten feet forward and sends the first letter; then the second player runs and sends the second letter and so on. The team wins whose receiver receives the word correctly; in case of a tie the team finishing first wins.

**VARIATION.**—All the players of each team except one stand in file with their backs to the starting line. The odd player of each file is stationed on a line ten feet distant, facing his team. The leader tells this player a word. At the signal this player calls "Ready" and the first player in the file turns around. The odd player signals the word and if the receiver understands it he runs to the signalling line, takes the flags, calls "Ready" and the next player turns around and repeats. If a player fails to understand the word, he calls "Repeat" and the message is re-sent. The team wins whose last player first states the correct word to the leader.

### Signalling Baseball

*Club*

*Juniors, Intermediates*

This is played like Nature Baseball (page 357); the full description of that game should be read. When a runner or batter is out, he has a second chance to become safe by signalling a letter to the fielder who put him out. If the fielder fails to read the letter correctly, the player is safe.

**VARIATION.**—This signalling baseball game is played without balls or bats. The pitcher is the sender, and standing in the pitcher's box, signals a letter or a short word to the batter. The batter calls out the letter or word he received, and if correct, he goes to first base; otherwise he is out.

### Signalling Spell Down

*Club*

*Juniors, Intermediates*

Line the players in a single rank. The leader signals a letter to the first player and if he misses it he goes to the foot of the line. Continue down the line. The object is to stay at the head of the line.

When the players become more proficient, signal words instead of letters.

**TEAM SIGNALLING SPELL DOWN.**—Divide the players into two teams and line them up facing each other. The captain of Team A signals a letter to the first player of Team B. If he fails to read it correctly he joins Team A. Then the captain of Team B sends the first player of Team A a letter. The team securing the most players wins.

Another method which may be used is to have each player signal a letter to the opposing player opposite to him. Whenever a player fails to read a letter the sending team scores one point.

### Signalling Jumbled Words

*Club*

*Juniors, Intermediates*

This is signalling variation of the jumbled words contests so often used in social and mental play. Divide the players into groups, and give each group a paper and pencil. The leader signals a series of jumbled letters and each group writes them down and then attempts to arrange them into a word. The team first presenting to the leader the correct word wins.

The leader should announce the nature of the word, such as proper name, city, adjective, noun.

The following will indicate the plan:

R A O O I T N—Ontario  
L E M M O I C C R A—Commercial  
E I E M C T O M T—Committee  
N O I L N L C—Lincoln  
S G L N O L E A E S—Los Angeles

### Signalling Telegrams

*Club*

*Juniors, Intermediates*

This is a signalling variation of that interesting social contest, Telegrams (page 55). The full description of that contest should be read.

Divide the group into teams and give each a paper and pencil. The leader sends ten letters and the groups write them down. They then write a telegram using the letters in the order in which they were sent as the first letters of the words of the telegram.

After five minutes assemble the group and read the telegrams. The interest centers around the ridiculous nature of the telegrams which are sure to result in most cases.

## COMPASS GAMES AND CONTESTS

### Compass Point Change

*Club*

*Juniors, Intermediates*

This is a variation of the social game of Numbers Change (page 82). Arrange the players in a circle and mark the four directions,

north, south, east, and west, by writing on the floor, N, S, E, W. The other directions are not indicated. Each player assumes the name of the compass point on which he is standing. One player is selected for "it" and stands in the center. "It" calls two compass points and the two players on these points exchange places while "it" tries to get one of the places. The player left without a place is "it." The players take the name of the compass points to which they move.

### **Card Compass Race**

*Club*

*Juniors, Intermediates*

Divide the players into two teams and place each in file. Fifteen feet in front of each team draw a two-foot circle on the floor and indicate north on it. Beside the circle place sixteen small cards, face down, each with a compass direction written on it.

At the signal, the first player of each circle runs forward, picks up one of the cards, reads it and places it in its proper position on the circle. He then returns and touches off the second player who repeats. Continue until all cards are in the circle. One point is scored for each card properly placed plus one point for finishing first. The team with the highest score wins.

### **Compass Swat Tag**

*Club*

*Juniors, Intermediates*

Arrange the players in a circle and mark the four main directions by putting N, S, E, and W, on the floor. The other directions are not marked. The leader holds a knotted towel or newspaper for a swatter. He goes around the circle, hands the swatter to someone and whispers the name of a compass direction to him. The player goes around until he reaches the player standing on that direction and swats him, beating him as he runs around the circle and back to his place. The leader then gives the swatter to someone else.

### **Compass Catch the Cane**

*Club*

*Juniors, Intermediates*

Arrange sixteen or less players in a circle. Mark north on the floor and have each figure out his point of the compass. If there are less than sixteen players, leave some points vacant.

The leader stands in the center and holds a cane upright on the floor. He calls a point of the compass and releases the cane. If the player holding that point of the compass catches the cane before it hits the floor, the leader tries another. When a player misses, that player goes to the north position and the others shift to make room for him. The place the player vacated now becomes north and all figure out their point anew.

COMPASS SPIN THE PLATTER.—Same as the above except that a kettle cover is spun on the floor in place of the cane.

COMPASS CATCH THE BALLOON.—Same as the above except that the players sit on the floor and a balloon is dropped by the leader instead of using the cane.

### Finding the North

*Camp, Hike, Club*

*Juniors, Intermediates*

Each player secures a straight stick of any size or, if indoors, is given a piece of chalk. Each lays his stick on the ground so that it points toward the direction that he thinks is exactly north or, if indoors, draws a line on the floor.

The leader then takes out his compass and determines which player wins by having his stick or line most accurately placed.

### Compass Marker Relay

*Club, Camp*

*Juniors, Intermediates*

The teams consist of from eight to sixteen players. Arrange the teams in parallel files at the starting line. Opposite each team on the turning line draw a circle and indicate north on it. The turning line should be thirty yards distant if outdoors, and any convenient distance if indoors. For each team, prepare a card for each of the sixteen principal directions, fold them, and place them in a hat. Each player draws one but does not open it.

At the signal the first player of each team runs to his team's circle, opening his direction card and reading it as he goes. He places the card on the circle in the proper relation to north, returns and touches off the second player who repeats. Continue until all cards are in place.

The team wins that finishes first with all cards properly placed.

## CHAPTER XXVI

### ARITHMETIC GAMES AND CONTESTS

#### Plus and Minus

*School, Party, Club*

*Juniors, Intermediates*

**S**EAT the players in two parallel rows and give each player a number, one team being "pluses" and the other "minuses." The leader calls two numbers and the player indicated in each line leaps to his feet, the one standing first scoring one point for his team.

For example, the leader might say "Five and two," and the players to leap to their feet would be Number 7 in the plus team ( $5 + 2$ ) and Number 3 in the minus team ( $5 - 2$ ).

The team scoring ten points first wins.

#### Mathematical Baseball

*School, Club, Party*

*Juniors to Seniors*

This is an excellent game both from the standpoint of education and recreation. Four bases are laid out six or eight feet apart in the room. A pitcher, catcher, and three basemen are needed for the fielding team.

The batter takes his place at bat and the pitcher calls "Three times four" or some other similar mathematical problem. If the catcher calls the answer before the batter does, the batter is out. If the batter answers first, he goes to first base.

The runner goes to second base when the next runner comes to first base. However, the pitcher may turn to him while on base at any moment and state a problem, such as "Six times three" or "Twelve plus eight," and if the baseman answers first, the runner is out, but if the runner answers first, he is entitled to go to the next base. Thus the runners and basemen must be alert constantly.

Problems in multiplication are the best and large numbers that require thinking add to the fun.

#### Addition Relay

*Schoolroom, Club*

*Juniors, Intermediates*

Arrange the teams in parallel files. Each row in the schoolroom may comprise a team. Give a piece of chalk to the first player in each row. At the signal the first player runs to the blackboard and

writes a number, returns, and gives the chalk to the second player who repeats. Continue until the last player's turn comes. This player draws a line and adds the figures and returns to his seat. Only those columns added correctly count in the winning. Of these, the team finishing first wins.

No player may write a number which already appears on the board; neither may numbers be written in succession; that is, if the first player writes the number 1, the second player is not permitted to write 2. Numbers ending in zero are also ruled out.

With older players, each may be required to write a number containing three figures.

### Arithmetic Attention

*School*

*Juniors, Intermediates*

This is an application to arithmetic of the popular gymnasium contest, Attention. The pupils sit in the schoolroom seats, an equal number in each row. Each row comprises a team. The players number off from the front back. Beforehand the teacher writes on the board a number of simple arithmetic problems and numbers each problem.

The leader then calls the number of a problem and a number to indicate the players to run. For example, he might say "Problem Number Four, Number Nine." The number nine's on all the teams run to the board, solve the problem, and return to their seats. The player returning first having solved the problem correctly, scores one point for his team. The team first scoring seven wins.

The leader should call the numbers at random to keep everyone alert.

### Multiplication Relay

*Schoolroom and Club*

*Juniors to Adults*

Divide the players into teams and seat them in rows in the schoolroom seats or stand them in parallel files before a blackboard. At the signal, the first player runs to the blackboard and writes a number of two figures—the number may not end in zero. He then returns and the second player multiplies this number by two. Each succeeding player multiplies the preceding result by two. The team finishing first with the column correctly multiplied wins.

The contest may be made more difficult by multiplying by three or a larger number.

### Division Relay

*Schoolroom and Club*

*Juniors to Adults*

Divide the group into teams and seat them in rows in the schoolroom seats, or stand them in parallel files before a blackboard. On the signal the first player of each team runs to the board and writes a number containing seven figures; no figure may be used twice. He returns, and gives the chalk to the second player, who divides this

number by two. Each succeeding player divides the preceding quotient by two. Fractions or remainders are ignored. The team wins which finishes first with the column correctly divided.

The contest may be played by allowing any player to correct, when his turn comes, a mistake made by a preceding player of his team.

### Subtraction Relay

*Schoolroom, Club*

*Juniors to Adults*

Seat the teams in the schoolroom seats or arrange them in parallel files before a blackboard. At the signal the first player runs to the blackboard and writes a number containing seven figures—the same figure may not be repeated, and zero may not be used. He returns and gives the chalk to the second player who writes under it a number of three figures and subtracts. The next player then subtracts from the remainder another number of three figures. Continue until all have run. Of the teams who subtracted correctly throughout, the team finishing first wins.

No player may use zero in the number he writes and no number may contain the same figure twice.

### ARITHMETIC CONTESTS IN OTHER CHAPTERS

Numbers Up.

Arithmetic Spin the Platter.

Buzz and Fizz-Buzz.

Succotash.

Tricks with Numbers.

Plus-and-Minus Snatch the Handkerchief.

## CHAPTER XXVII

### HISTORY GAMES AND CONTESTS

#### You Know Me

*Home, Party*

*Juniors to Adults*

**O**NE player, selected to start the game, thinks of some well-known character, past or present, and assuming that he is that person, makes a statement indicating his identity. For instance, he might say, "I am the big Chief that defeated Custer." The players try to think who that might be, and the one wins who first names Sitting Bull. This person then continues by assuming he is a prominent figure, and might say, "I am the fellow who led the Spaniards into Mexico." The player naming Cortez wins.

#### Who Was He?

*School, Club*

*Juniors, Intermediates*

Divide the seated group into two teams by pointing out a division line. The leader briefly describes an historical character and then quickly asks, "Who is he?" The player who first calls out his name scores one point for his team. If no one is able to name him, the leader continues the description, giving more details, and then asks again.

#### Guess My Name

*School, Club, Home*

*Juniors to Adults*

Guess My Name has already been described in detail as a nature game. It can be used to excellent advantage in connection with the teaching of history.

The complete description of the game as given in Chapter XXI, "Nature Games and Contests" should be read (see page 352).

It will be noted in the example below that there are a series of numbers to the left of each statement, beginning with 8 and ending with 1. Give each player a sheet of paper and ask him to write the numbers 8 to 1 down the left side of the paper. The leader then reads each statement and the players attempt to guess the historical character described and write the name after the number of the statement. The statements are vague at first and become more definite the farther down the list one goes. Each player is credited with a score corresponding to the number opposite which he named the character correctly.



The following is a descriptive list of the type that may be used in history. Teachers can quickly prepare many of these.

### I WAS A PRESIDENT OF THE UNITED STATES.

8. I occupied the White House for two terms.
7. I am vitally interested in the common people.
6. They call me an idealist.
5. I am a very learned man.
4. I have written history books.
3. Although I am interested in peace, I led my country into war.
2. I made two trips to Europe while president.
1. I founded the League of Nations.

I am Woodrow Wilson.

### Celebrities

*Schoolroom, Club*

*Juniors to Adults*

Secure a number of pictures of celebrities both past and present, and number each. Hold up the pictures, one after another, and have the players write down the names of each. The one turning in the best list wins.

When used in connection with history, the players may be asked to give a fact, place, and a date about each.

### Corn and Beans

*School, Club*

*Juniors, Intermediates*

The leader prepares a set of history questions, and then writes the answer to each on a slip of paper. The slips are passed out to the players.

The leader then reads a question and the player who has the answer to it calls out "Corn." All those who do not have the answer call "Beans." If the player having the answer calls "Corn" before any player calls "Beans" he scores one point.

### America's Greatest Event

*Party, Schoolroom, Club*

*Juniors to Adults*

Divide the players into groups of eight or ten players each and allow them ten minutes to agree on the greatest event in American history and how they are going to enact it. Then each group in turn presents their dramatization with the title unannounced. The other groups comprise the audience and try to guess what the great event is.

### America's Greatest Need

*Party, Schoolroom, Club*

*Juniors to Adults*

Divide the players into groups of ten or twelve players each and give them ten minutes to agree on America's greatest need. Then each

group in turn dramatizes the need while the others comprise the audience and attempt to guess the need. The dramatization is, of course, largely impromptu, with the dialogue left to the individuals.

Even young children will often present surprisingly intelligent dramatizations of recognized needs.

### Impromptu Dramatizations of Historical Events

*Party, Schoolroom, Club*

*Juniors to Adults*

Divide the players into two or more groups of eight or ten players each. Send one group from the room to select a famous event in history to enact. Give them five minutes for preparation—while they are out the other groups can be deciding on their event. Then the first group comes and enacts in impromptu fashion the event they have in mind. The name of the event is not announced and the audience guesses its name. Then the other groups have their turns.

### Impromptu Dramatization of Current Events

*Party, Club, Schoolroom*

*Juniors to Adults*

This event is very similar to the Impromptu Dramatization of Historical Events except that it deals with events in the current news. It is conducted in the same way.

### History Hangman

*School, Club, Home*

*Juniors to Adults*

This excellent game has already been described (page 144) and should be carefully reread with history in mind.

It is interesting both recreationally and educationally when used in connection with the following history subjects: *names of presidents, kings, warriors, famous men, famous women, statesmen, battles, famous events, contemporary political leaders.*

### Scouting for Words

Scouting for Words (page 58), is without a peer among the play ways of teaching history. The description already given should be carefully read.

## HISTORY GAMES AND CONTESTS IN OTHER CHAPTERS

The following games and contests described elsewhere in this book may be used to excellent advantage in connection with the teaching of history. The leader can easily alter them to meet the conditions.

Guggenheim.  
Twenty Questions.

Auditory Scouting for Words.  
Third Degree.

## CHAPTER XXVIII

### GEOGRAPHY GAMES AND CONTESTS

#### Geography

*Parties, Social Gatherings*

*Juniors to Adults*

**T**HE players are seated in a circle with "it" in the center. "It" points to a player, names a city, river, or mountain, and counts ten. The person pointed to must name the state or section in which the city, river, or mountain is located. If he fails to do so before "it" counts ten, he becomes "it."

For well-informed players, the play may be reversed. "It" names the state and the person pointed to names a city, river, or mountain in the state.

#### Capitals

*Schoolroom, Club*

*Juniors to Seniors*

Arrange the players in a circle with "it" standing in the center. "It" tosses a handkerchief in someone's lap, names a state, and counts twenty. The person must name the capital of the state before the count is over or he becomes "it." If he names it successfully, "it" must try someone else.

VARIATION.—"It" names the capital and the player replies with the state.

#### Guess My Name

*School, Club, Home*

*Juniors to Adults*

This game has already been described as a nature game (page 352), but it can be used equally as well in connection with geography. The complete description of the game should be carefully read.

In the sample table below, it will be noted that each statement is numbered, the first as number 8 and the last 1. Give each player paper and pencil and ask him to write the numbers 8 to 1 down the left side of the paper. The leader then reads each statement slowly and after each is read, the players guess the object to which it refers and write the guess after the number of the question. Each player scores the number after which he writes the correct answer. The first statement is vague and each succeeding statement becomes more definite.

The following is an example of a descriptive list of geographical facts concerning a state—teachers can easily prepare a number of these for use in connection with states, counties, oceans, rivers, and so forth.

### I AM A STATE IN THE UNION

8. Boats land on my shores.
7. I boast of a big metropolis.
6. Resorters and campers flock to me every summer.
5. Copper and iron are taken from my mines.
4. My woods are plentiful but there are many miles of second growth waste.
3. My cherry orchards are famous across the country.
2. I was once rich in the world's finest white pine.
1. I make more automobiles than any other state.

I am Michigan.

#### *School, Club*

#### **Purchasing Agent**

#### *Juniors to Adults*

Write the names of several states on the blackboard—for example, California, West Virginia, Michigan, South Carolina, Montana, Georgia, Iowa. If a blackboard is not handy, print the names on cards and tack them on the wall.

The leader names an article to be purchased, and the player who first names the state where this article is produced in greater quantities than in the other states listed scores one point.

For example, the leader calls "Cotton" and the player who calls Georgia first wins. Such articles as the following should be called:

Copper Ore	Apples	White Fish	Corn	Cattle
Iron Ore	Cherries	Fur	Cotton	Sheep
Gold Ore	Oranges	White Pine	Sweet Potatoes	Beef
Silver Ore	Bananas	Redwood	Sugar Cane	Automobiles
Coal	Grapes	Wheat	Tobacco	Tractors

If there are not more than twenty playing, the contest is more interesting if the players are divided into two teams and lined up in front of the names of the states. When the leader names the article to be purchased, the first player of each team runs to the name of the state and touches it. The one touching the correct state first scores one point for his team. Then an article is named for the second players, and so on.

#### **State Charades**

#### *School, Club*

#### *Juniors to Intermediates*

This is played just like Charades (page 156), except that the names of states are used. The following may be suggestive:

Tennessee—Ten-eye-see	Iowa—Eye-oh-ah, I-away
Washington—Washing-ton	Ohio—Oh-high-oh
Arizona—Airy-zone-ah	Louisiana—Louise-Anna
Rhode Island—Road-eye-land	Carolina—Car-oh-line-ah
Maryland—Marry-land	Colorado—Collar-ray-dough
Oklahoma—Oak-la-home-ah	New Hampshire—New-ham-shire
Georgia—George-ah	

### Geography Hangman

*School, Club, Home*

*Juniors to Adults*

The delightful game of Hangman (page 144), should not be forgotten by those who desire to use the play way in teaching geography. If the detailed description already given is read with geography in mind, many possibilities will suggest themselves.

The following geography subjects will prove interesting: *names of countries, rivers, oceans, lakes, mountains, states, capitals, cities.*

### States

*School, Club*

*Juniors, Intermediates*

Seat the players in a compact group and indicate a dividing line separating them into two teams. The leader then calls a letter and the player first calling out a state beginning with that letter scores one point for his team.

VARIATION.—The leader calls "River," "Bay," "Mountain," or "Sea," then names the letter. The player first naming the geographical subject beginning with that letter scores for his team.

### Scouting for Words

The teacher of geography should not fail to familiarize himself with the description of Scouting for Words (page 58). It has few equals in its type of play.

### Corn and Beans

This contest is described in Chapter XXVII, "History Games and Contests" (page 392). It can be used equally well in connection with geography.

### GEOGRAPHY GAMES IN OTHER CHAPTERS

The following games and contests described in other connections will be found to be excellent when used in connection with geography:

Auditory Scouting for Words.  
Guggenheim.  
Twenty Questions.

Compass Facing.  
Third Degree.

## CHAPTER XXIX

### GRAMMAR AND SPELLING GAMES AND CONTESTS

#### Spelling Relay

*Schoolroom, Club*

*Juniors, Intermediates*

**A**RRANGE the teams in parallel rows. The teacher announces a word and the first player in each row runs to the board and writes it. The teacher then announces another word and the second player in each row writes it. Continue until all have run. The teacher then corrects the spelling and awards first place to the team with the most words spelled correctly.

#### Spell Down

*Schoolroom*

*All Ages*

This time-honored event needs no description. Its appeal is perennial. It may be conducted either on an individual or a team basis. On the individual basis, a player who misspells a word goes to the foot of the line. On the team basis, the two teams are lined up facing each other, and each player spelling a word correctly scores one point for his team. The scores should be kept on the blackboard.

A suitable list of words, arranged in groups according to difficulty, will be found under Spelling Bee.

#### Spelling Baseball

*School, Club*

*Juniors, Intermediates*

The pitcher pitches a word to the batter. If the batter spells it correctly, he goes to first base. If he fails, he is out. Base runners may advance only by being forced by succeeding base runners. When three are out, the sides change.

#### Silent Vowel Spell Down

*Party, Club, School*

*Juniors to Adults*

This event adds new interest to the old-fashioned spelling bee. While it is here listed as a teaching contest it also serves admirably as social play for parties and social gatherings where quiet play is in order.

The players are divided into two teams facing each other and the leader calls words to each player in turn as in the standard spelling

bee, calling upon the first player of one team, then the first player of the opposing team, and so on.

Words are spelled in the regular way except that the vowels may not be spoken but are represented by the following signs:

A—Hold up right hand

E—Hold up left hand

I—Point to eyes

O—Point to Mouth

U—Hold both hands up overhead in "U" shape

A player goes to the foot of the line and gives one point to his opponents whenever he (1) misspells a word, (2) speaks a vowel, (3) gives the wrong sign for a vowel. When used as a social contest, do not continue too long—the team first scoring eleven points wins.

VARIAION.—This is played exactly like the above except that in addition to using the above signs the players whistle instead of speaking the letter S.

### Editing the Manuscript

*Schoolroom, Club*

*Juniors, Intermediates*

The teacher or leader tells the group that, although they may not have known it, he is somewhat of an author, and he would like to read them a manuscript of a story which he expects to send to a magazine. The manuscript has not been edited and anyone who detects an error, either in grammar or in content, is to jump to his feet. The one who detects the most errors will win. If more than one detects the same error, the one who stands first will score the point.

Then the leader reads the story. An example of the type of errors may be seen in the following, the errors being in italics:

It was a beautiful summer evening and the happy family of settlers were *setting* on the stumps around the steps of their quaint log cabin. The settler's two little children, Jimmy and Betty, nestled on his knee for a while and then growing weary, *laid* down on the grass and were fast drifting off to slumberland. The full moon was just *raising* above the horizon when the screech owl began *to mournfully hoot* in the trees behind the barn.

"What's that noise?" asked little *Johnny*.

"That's a screech owl," answered the *cowboy's* wife. Answering hoots from other screech owls came from the woods nearby.

"I never heard so many screech owls around these parts before," mused the *farmer*.

"They do sound louder than I ever *listened to* them before," said the mother, as she *picked* little *Bertha up* and held her in her arms.

The mournful hoots followed one after another from all directions around the *frame house*. Suddenly the settler leaped up from his *chair*.

"There's something funny about the *screech hawk* business," he said with a perplexed look in his *voice*. "Mother, I—I wonder if it's *them* red skins again!" . . .

### Supplying the Adjectives

*School, Party*

*Juniors to Adults*

Read a story containing many adjectives and pause whenever a descriptive word (adjective or adverb) is reached, allowing the players to suggest appropriate adjectives or adverbs. Each player who supplies the correct or an appropriate adjective or adverb scores one point. The players call out immediately the word they think most suited. The player wins who has the most points when the story is ended.

### Calling Opposites

*School, Club, Home*

*Juniors, Intermediates*

The leader or teacher calls a word that has an opposite, such as "tall" (short), "fat" (thin), and "deep" (shallow). The first player to call out the opposite scores one point. The leader should call the words rapidly, and be alert to pick the winner.

The following list of words suggest the type—the leader or teacher may easily compile others to fit the intellectual level of the group:

Strong—Weak	Tight—Slack
Fat—Thin	Quick—Slow
Hard—Soft	Full—Empty
Clear—Cloudy or Murky	Clean—Dirty
Cold—Hot	Stiff—Limber
Dead—Alive	Pure—Impure
Light—Heavy	Awkward—Graceful
Pretty—Homely	Stupid—Bright
Black—White	Bold—Shy
Sharp—Dull	Quiet—Loud
Sweet—Sour	Naive—Sophisticated
Brave—Cowardly	Ignorant—Scholarly
Slow—Fast	Optimistic—Pessimistic
Dry—Wet	Obedient—Disobedient
Big—Little	Energetic—Lazy
Tough—Tender	Honest—Dishonest
Deep—Shallow	Dependable—Undependable
Tall—Short	Sickly—Healthy
Loud—Soft	Rich—Poor
Bright—Dim	

### Sentence Making

*Schoolroom, Party, Club*

*Juniors to Adults*

The players are divided into teams of from five to eight players. The leader names a word containing as many letters as there are players



on each team. With five players on a team, the word might be "Watch."

Each player of each team says a word in turn beginning with the letters of "Watch" so that the words make a reasonable sentence. Sentences built from "Watch" might read as follows:

"Will all the children help?"

"Whippoorwills annoy the campers hugely."

The team making the best sentence in the shortest time wins.

*Schoolroom*                      **Jumbletown**                      *Juniors, Intermediates*

Write on the blackboard ten or more words with the letters jumbled. Each player with paper and pencil attempts to figure out and write down the correct words. The player turning in the correct list first wins.

Examples are as follows:

Theory—R E H Y O T

Question—E N T Q O I U S

Education—C N D A U T E O I

**Sentence Building Relay**

*Schoolroom, Club*                      *Juniors, Intermediates*

Arrange the teams in parallel files. In the schoolroom, each row of seats may comprise a team. The first player runs to the blackboard and writes a word, returns and gives the chalk to the second player, who adds the second word of the sentence, and so on. Each word as it is added must serve to build a complete sentence. The last player may add several words if need be to complete a sentence. Each player supplies punctuation marks if the adding of his word creates a situation demanding them.

Only those sentences are considered which are legible, grammatically correct, and make sense. Of these, the team finishing first wins.

This will be found to be a very entertaining event.

**Jumbled Sentence Relay**

*Schoolroom, Club*                      *Juniors, Intermediates*

Arrange the teams in parallel files. The rows of seats in the schoolroom may be used for teams. This is really two contests in one. The leader prepares in advance a sentence for each team. He writes the sentence on paper, then cuts it up so that there is one word on each slip. He shuffles these slips and gives one to each player on a team. At the signal, the first player runs to the blackboard, writes his word, and gives the chalk to the second player who repeats. The team finishing first wins. This completes the first half.

The sentences as they now appear are nothing more than a jumble of words. As soon as the last word is written, the players of each team get together and figure out the correct sentence. When they think they have it the captain runs to the board and writes it. The team wins that first writes the correct sentence as the leader had it.

### Verbal Authors

*School, Party, Club*

*Intermediates to Adults*

Each player in turn stands and gives the title of a book or poem. The first player to call the author of the book scores one point. The individual scoring the most points wins. The teacher or leader is the judge.

VARIATION.—Have each player use paper and pencil and record the names of the books called and write the authors after the titles.

### English Hangman

*School, Club, Home*

*Juniors to Adults*

The teacher of English will find in Hangman (page 144), a particularly enjoyable play way of handling his subject matter. The detailed description above should be carefully read with the following in mind: *names of famous authors, famous poets, famous playwrights, poems, famous characters of fiction, famous orators, famous works of fiction.*

## SPELLING AND GRAMMAR GAMES AND CONTESTS IN OTHER CHAPTERS

The following games and contests described elsewhere in these pages may be used with slight alteration as aids in teaching spelling or grammar.

Animated Words.  
Word Spelling Relay.  
Doublets.  
The Minister's Cat.  
Word Making.

Concealed Words.  
Ghost.  
Word Lightning.  
Jumbled Sentences.

## CHAPTER XXX

### BIBLE GAMES AND CONTESTS

#### Bible Characters

*Home, Party, Sunday School*

*All Ages*

**T**HIS is a good teaching event for groups dealing with Biblical subject matter. It is interesting to all who are familiar with the characters of the Bible.

The players are seated in a circle. One starts by saying that he is thinking of a Bible character whose name begins with a letter—P, for example. The others then begin questioning for further information to enable them to name (not guess) the character. One might ask “Was he one of the twelve disciples?” to which the answer “No” is given. The next might ask “Does his name appear in the New Testament?” to which the answer “Yes” is given. “Did he live after the period of Jesus?”—“Yes.” “Was he an apostle of Christianity?”—“Yes.” “Did he persecute the Christians in his early life?”—“Yes.” From this it becomes obvious that the character is probably Paul. The player naming the character selects the next character.

#### Bible Twenty Questions

*Home, Party, Sunday School*

*All Ages*

The game of Twenty Questions (page 147), lends itself admirably to Biblical subject matter. The group thinks of a character, location or object referred to in the Bible. “It” may ask twenty or less questions in attempting to name the word. The complete description of Twenty Questions should be read.

#### Scouting for Bible Words

*Sunday School, Club*

*All Ages*

The game of Scouting for Words (page 58), is at its best when used in connection with names of characters or locations mentioned in the Bible. The complete description of Scouting for Words should be read.

#### Hunting Bible Verses

*Home, Sunday School*

*All Ages*

Each player needs a Bible for this contest. The leader names a verse of the Bible, such as Acts 3:10. All immediately try to find this

verse and the one wins who locates it first and reads it aloud. One point is scored by a player each time he wins.

The contest may be played with two players using one Bible and working together.

### Guess My Name

*Sunday School, Club*

*Juniors to Adults*

This game has already been described in detail as a nature game and in other connections. It works equally as well when used in connection with Biblical subject matter, and the leader can easily make the application by reading the detailed description of the game (page 352).

Note in the descriptive list below that each statement is numbered, beginning with 8 and going down to 1. Give each player paper and pencil with instructions to write the numbers 8 to 1 down the left side of the paper. Then read the statements slowly and have the players guess the character or object referred to, and write the guess opposite the number of the statement. The player scores the number opposite which he wrote the correct answer. The complete description of Guess My Name should be read (page 352).

The following is a sample of a descriptive list. Teachers and leaders can easily compile many of these.

#### I AM A CHARACTER IN THE NEW TESTAMENT

8. I am a follower of Christ.
7. I lived at the time of Christ.
6. I am one of the twelve Apostles.
5. I am married.
4. I was martyred under orders of the Romans.
3. I am a fisherman by trade.
2. I denied Christ three times.
1. My name was changed by Christ—I was originally called Simon Bar Jona (Son of John).

I am Saint Peter.

### Biblical Hangman

*Sunday School, Club, Home*

*Juniors to Adults*

Religious leaders and teachers will find in Hangman (page 144), a particularly useful and enjoyable tool for the teaching of Biblical subject matter. The detailed description already given should be carefully read in this connection.

Such subjects as the following may be used: *names of apostles, prophets, kings, women in the Bible, books of the Bible, locations mentioned in the Bible, and so forth.*



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